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ISSUE #25 APR '95

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player's guide

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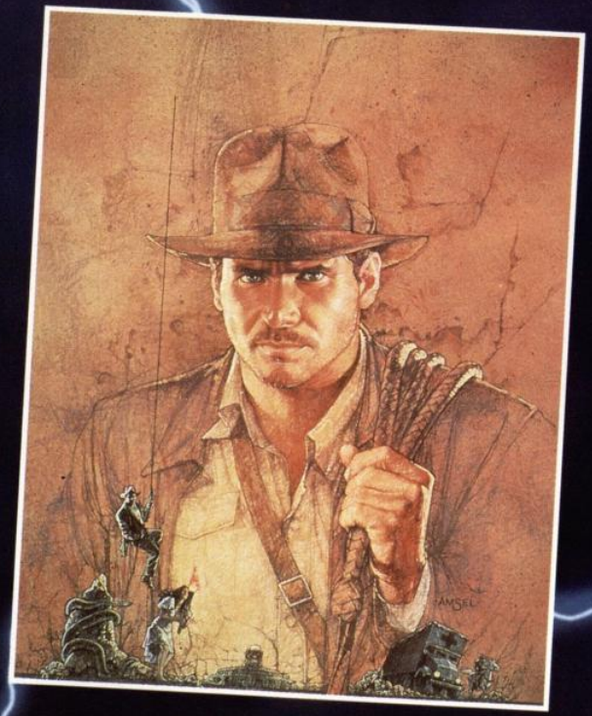

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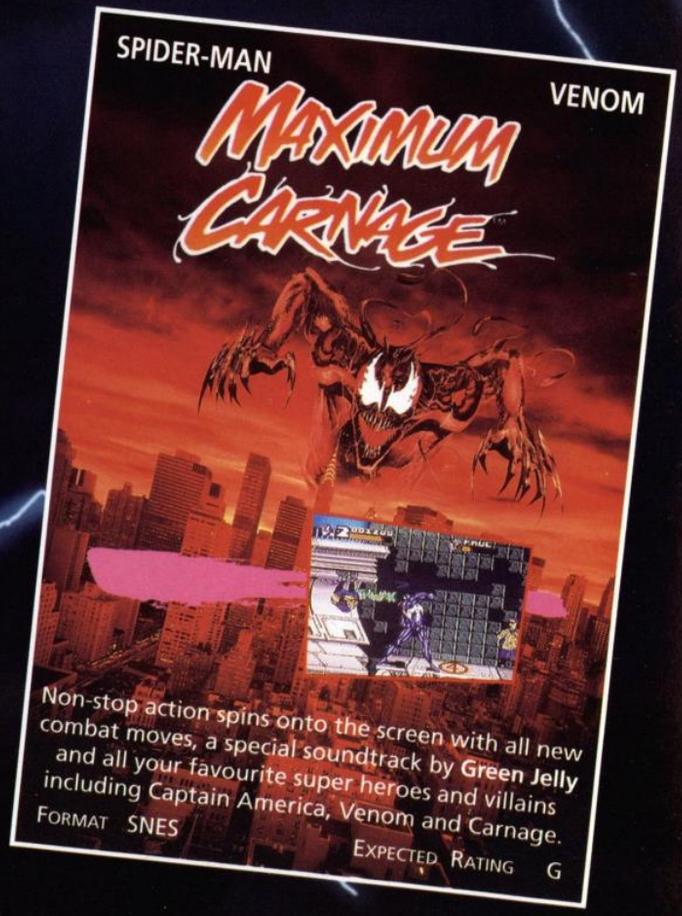

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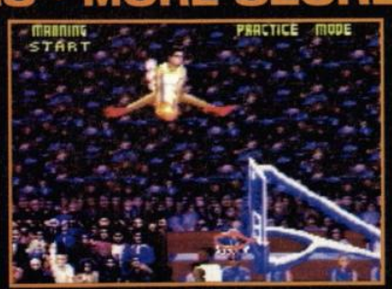

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THIS PERSON IS THE BOSS
Michael 'And A Legendary Luncher Too' Mohi

BIMBO IN CHIEF
Mary 'Born To Be Blonde' Gillespie

SPACE CADET
Andrew 'Where's That Star Trek Convention?' Iredale

HE CAME FROM OUTER SPACE...
Skull

THESE PEOPLE BLUDGE CARTS ON THE PRETEXT OF REVIEWING THEM
Jane Wilde, Paul Davies, Nick Smith, Amos Wong, Andy McVittie, Ben Smith, Michael Mundy, Blake 7, Baragoon

THESE PEOPLE ARE ARTISTS
Kuen 'Please Can I Borrow Donkey K9ong' Kam
Gary 'Please Can I Borrow Donkey Kong' Fletcher
Gary 'Call Me Chuck' Harrod

THESE PEOPLE TAKE PHOTOS AND DRAW THINGS
Geoff Shaw, Derek The Drop-Bear

MECH TECH
Brad Lonergan

ADVERTISING
Karen 'Blonde Deep Down' Mohi
(02) 283 5809

WHOOPS! DROPPED AGAIN
Rod 'Damn' de Martin

PRACTICALLY GROWN UP MUTANT NINJA ACCOUNTANT
Kerry 'Humungously Big Bucks' Wyatt

THAT ENGLISH TEMP
Rebecca 'Mutter Mutter Mutter' Stewart

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THE FRONT PAGE

BIRTHDAY BASH (& NOT AMOS...)

It's our birthday and we'll eat as many pavlova sandwiches as we want! Yep folks we're two big years old this issue, and to celebrate we've decided to bail up Mike Pelman, Marketing Director of Nintendo here in Australia and ask him some tricky questions about what the next twelve months will hold for N-heads everywhere. When will we see the Ultra 64 and how much will it cost? Will it mean the death of the Super NES as we know it? And all the other questions you've been asking us for the past six months.

We also, rather generously I might add, give you another opportunity to enter our NMS comp. All you have to do is take a long hard look at The Real NMS - the behind the scenes expose in last issue - and then either draw us a picture or write us a short story about what you think really goes on in the inner sanctum of NMS. But what's in it for you? Well for starter there's the original art for one of our covers, framed and ready to hang on your bedroom wall (and, phwarr, if that does make your friends jealous I don't know what will!), plus a whole pile of NMS goodies and a special pack of Trielle comics too! Never let it be said that we're not good to you.

So what else does our second birthday hold? Well apart from the world championship lunching marathon between Mary and Rod there'll be all kinds of tricks and treats up our sleeves for the rest of '95. But we're not going to tell you what they are 'cause that'd spoil the surprise wouldn't it?

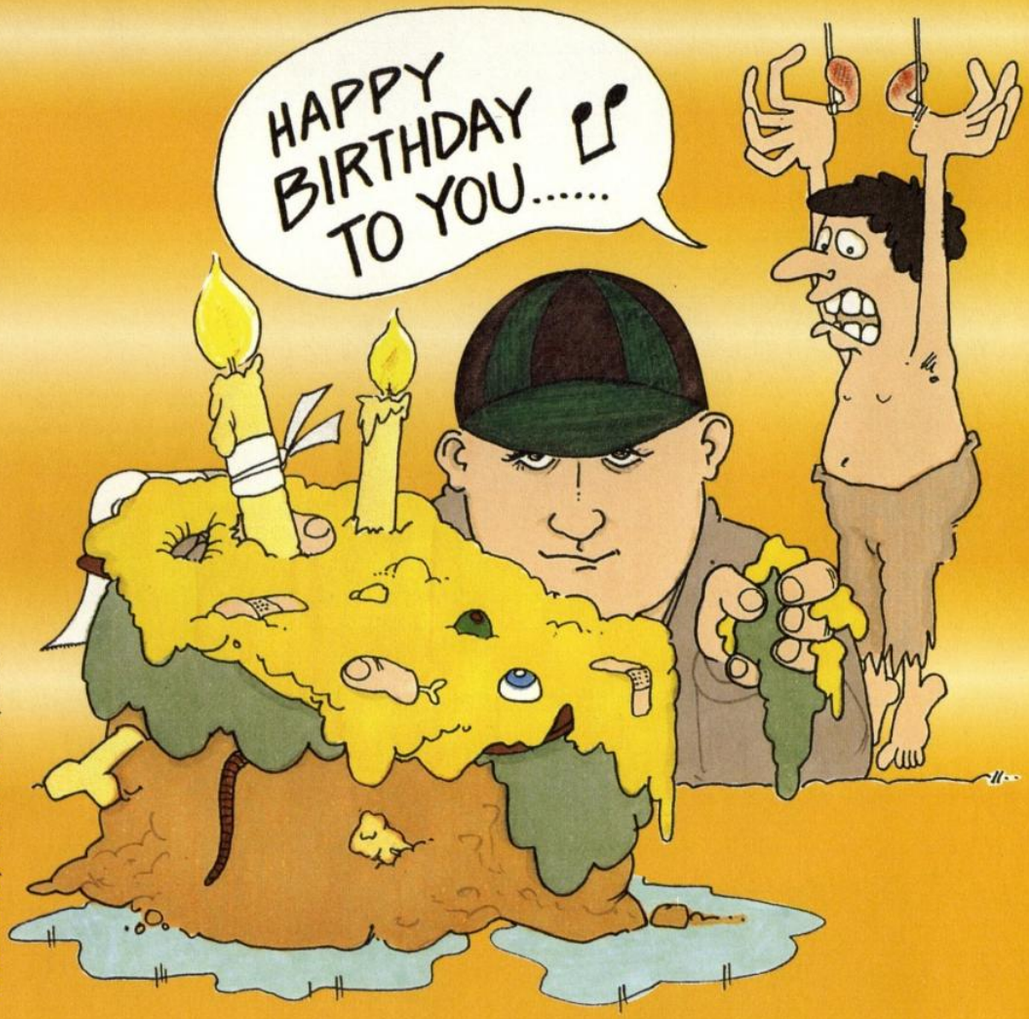

Illustration by Derek The Drop-Bear

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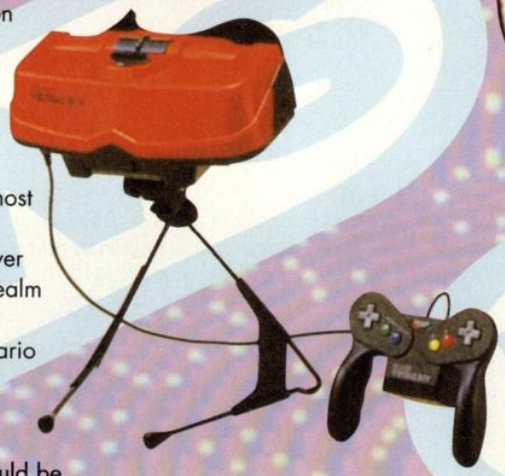
NINTENDO NEWS NETWORK

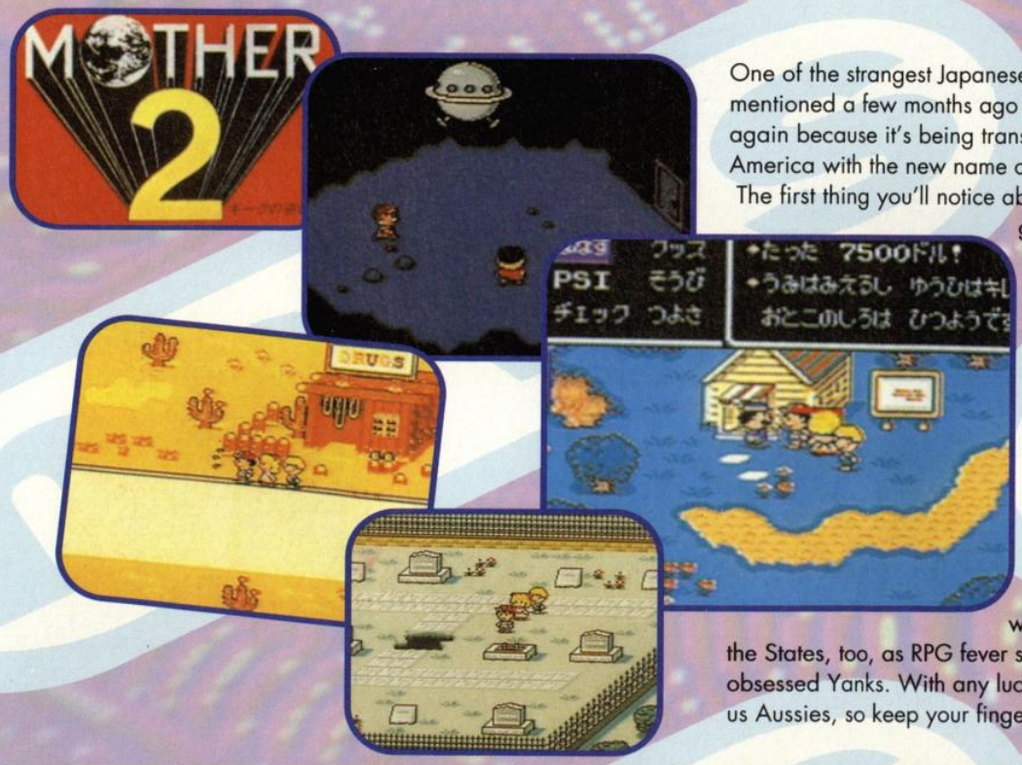
VIRTUAL BOY



Nintendo's much maligned Virtual Boy is due to go on sale in Japan and America this month for the equivalent of roughly $250, although a release date for both here and the UK is yet to be announced. A number of changes have been made to the pre-production models shown at the Shoshinkai show in Japan and at the Summer CES, most notably the addition of a shoulder mounted harness which, along with the six AA sized batteries that power it, takes the Virtual Boy off the desktop and into the realm of portability.

Two new games were shown at the CES, another Mario game which actually appears to use the Virtual Boy's 3D-ish capabilities - Mario must move between the foreground and background to progress. The other new title appeared to be a Starwing game, which could be rather good. However, the number of third party developers signed up is still few, with Hudson Soft and Square Soft being the most notable, although Nintendo has only been offering development kits to companies which it feels are capable of producing top-notch software.

MOTHER!



One of the strangest Japanese RPGs is the bizarre Mother 2, which was mentioned a few months ago in these very pages. Well, we're mentioning it again because it's being translated into English in preparation for release in America with the new name of Earthbound.

The first thing you'll notice about Earthbound/Mother 2 is the bland looking graphics. In fact it looks like a NES game and, at 24 Mbits, you may be wondering why. It's not because the artists have been lazy, though, it's because Earthbound has such a huge playing area and it really is the mother of all RPGs! Forget Secret Of Mana's mere 70 odd hours of gameplay, Earthbound will probably take weeks of constant playing to finish!

The story is a surreal blend of school children and aliens, with some of the weirdest characters you'll ever meet. The game is full of off beat Japanese humour, although sadly much of this will probably be 'Americanised' in the translation. Still, the game was hugely popular in Japan and should do well in the States, too, as RPG fever seems to have finally taken hold of the beat 'em up obsessed Yanks. With any luck a Pal version will be produced for the Poms and us Aussies, so keep your fingers crossed.

Agent 007 reporting for Super NES duty

NEWS

As you may or may not know, a new James Bond movie is in the works for release at the end of the year. Called *Goldeneye*, the martini-swilling super spy is played by an American actor (gasp!) called Pierce Brosnan, whose claim to fame was starring in a crap American show called Remington Steele from the mid 80s. The movie is expected to be a multi-million dollar Hollywood extravaganza and, like all others, is being turned into a Super NES game. "Big deal!" You say, but the big deal is that the rights to the game have been snapped up by Nintendo of America. This is the first time that Nintendo has acquired the rights to a film licence, or any non-Nintendo product, for that matter. The next interesting piece of information concerns the developer of the game, which is to be Nintendo's long-time friends at Rare Ltd., the company which made Donkey Kong Country. Rare will be using the same techniques as used for DKC to create the graphics of the *Goldeneye* game, and expect to see Bond/Brosnan's digitised mug throughout the game. Actually, we don't have a clue as to what sort of game *Goldeneye* will be, but our guess is that it will start with "p" and end in "latform".

He's suave, he's sophisticated and he has a way with women. He's not Rod de Martin, he's the original James Bond, Sean Connery.

BURN HOSTILE VILLAGE!

The best Vietnam war movie is probably *Apocalypse Now* and it seems that there is now a Super NES game based upon it. Sort of. Air Cavalry is an action-packed wartime chopper sim which puts you and your co-pilot in either a Defender or Apache attack helicopter. There are three wars which you may take part in, one in the Middle East fighting a madman dictator, one in Central America fighting evil drug lords and an oddly familiar scenario set in South-East Asia. To enhance the atmosphere, your napalm attack runs and strafing of hostile villages is accompanied by Wagner's *Ride Of The Valkyries*, the same piece of music which Robert Duvall and his troops enjoyed while dropping napalm and strafing hostile villages in *Apocalypse Now*. Air Cavalry features two-player action, but with the players working cooperatively rather than against each other. The game is being published in the US by Cybersoft and as yet there are no plans to release it in Australia.

golf is good

Two new golf games are on the way to the Super NES courtesy of Virgin Games, but you're going to have to wait until later in the year before you can play either of them. The first is called **Gouraud Golf** and the computer literate among you will know that Gouraud is a type of light-sourced shading used in many recent 3D polygon PC games such as Tie Fighter. This means that the textures and gradients of the golf courses will appear more realistic and should give the player a better impression when it comes to judging distance and the angle at which to hit the ball.

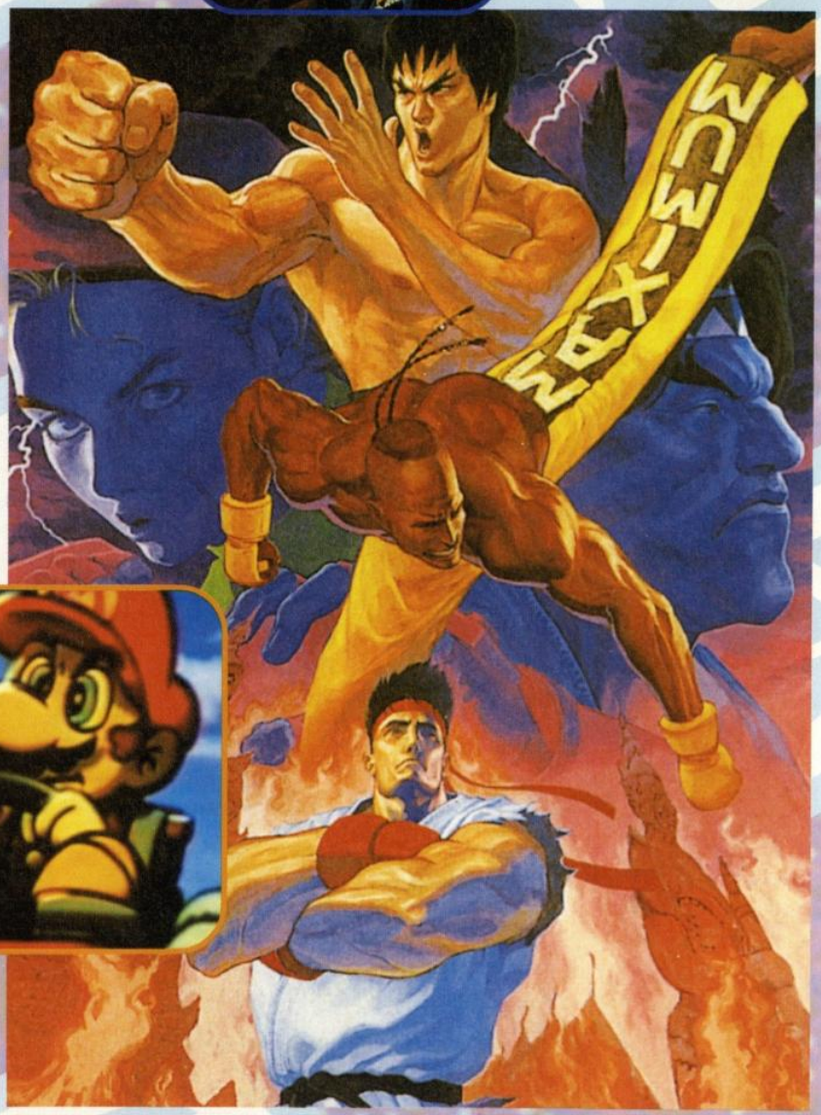
The other game is coming from Sensible Software who created Sensible Soccer and are now in the process of creating **Sensible Golf**. Due later in the year, it will follow firmly in the Sensible tradition of lots of humour, tiny sprites and a tough challenges.

ULTRA AKIRA

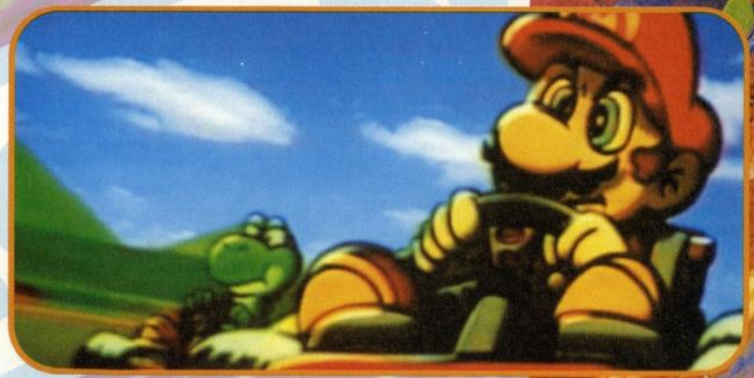
Whatever happened to the Akira game which was being developed by Black Pearl/T*HQ for the Super NES? Well, unfortunately it appears to have been cancelled, but instead will appear on the Ultra 64. This is good in that the finished game will look magnificent, but bad in that you'll now have to wait at least until 1996 to play it. Doh!

We have had to take Kuen's Akira cards hostage to prevent him from using pastels in this magazine.

Rumour Control



Now don't get too excited, this could be just a cruel rumour, but word on the street is that Nintendo plan to release Super Street Fighter II on the Game Boy! Sounds almost too good to be true, but Takara has has shown that decent arcade beat 'em up conversions are possible on the Game Boy, with Samurai Shodown, Fatal Fury and World Heroes 2 Jet all being quite playable. Of course, with only two buttons to work with, some of the moves are going to be lost, and don't be surprised to see Ken, Ryu, Guile and the rest of the crew appear in super deformed style. But will all the characters appear? And how will the combos come across? We'll find out soon enough, though, as SSFII GB is due to be released overseas in the not too-distant future.



Another unconfirmed rumour to land on our desks is that UK game developers Rare Ltd. are working on a new Mario Kart game featuring Silicon Graphics workstation rendered graphics. Sounds rather tasty, eh?

SHOCKING DISCOVERY- Games are educational

It's official - at least according to one UK study. A spokesman for ULTRALAB®, Anglia Polytechnic University's learning technology research centre, said this:

"We have spent a great deal of time observing children playing with new technology and the effects it has upon them. When one examines the processes that take place when playing computer and video games, one finds that the way in which children approach problems presented by the game is frequently very close to the way that they should solve problems in their science classes at school. In both cases it is a process of observe, question, hypothesise and test. In our work at ULTRALAB® we have been highly impressed by the richness and quality of language of children describing their game playing. Children also play well in very mixed age groups and the gain for youngsters in being able to explain something to older children is very real."

Yes, well, we knew that all along, and if you think about it it does make perfect sense. But try convincing your parents and teachers that playing games is more useful than homework!

COMPETITION WINNERS

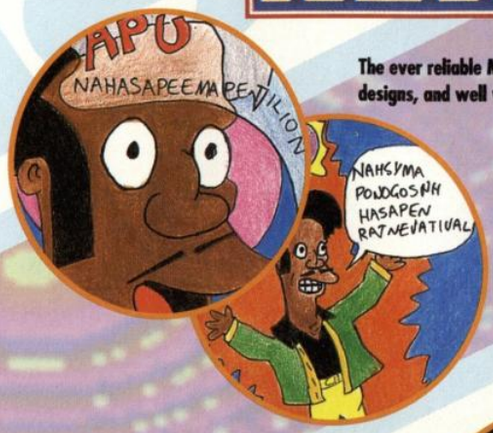
I'M CRACKED
Luke Harris, Greenwood WA; Chris Paull, Churchlands WA; Joseph Milazzo, Wombarra NSW; Richard Magarey, Kingswood SA; Daniel Torocsik, Wodonga Vic; Joshua Kimber, Mundubbera Qld; Ashley Hajny, Para Hills SA; Patrick Spelman, Greensborough Vic; Craig Hamer, Kingsley WA; Renee Thomas, Wonthaggi Vic; Michael Garcia, Mortdale NSW; Ian Whitland, Carlton NSW; Matthew Crowley, Holgate NSW; James Walker, Bendigo Vic; Melvin Elijzen, Bligh Park NSW

I WANT TO GLOW IN THE DARK TOO
Lauren Torocsik, Wodonga Vic; Nicholas Reid, Golden Grove SA; Samantha Dalakian, Lalor Vic; Christy Neems & Kiri Reynolds, Boddington WA; Mr Prassard, Watsonia Vic; Nathan Epp, Tumut NSW; Sam Louey, Carnegie Vic; Joel Thompson, Tauranga New Zealand; Wenny Wong, Westlake Qld; J. Gollis, Narrabeen NSW.

3DO COMPETITION
Daniel Treay, Warners Bay NSW.

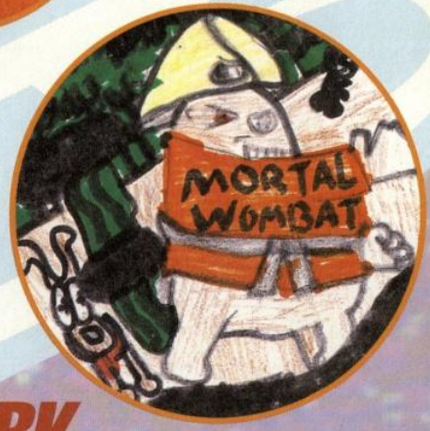
I CAN'T EVEN MAKE MY MUM LAUGH
Zack Thompson, Brisbane Qld; Luke Reid, Fremantle WA; Mark Reynolds, Bendigo Vic; Jesse Jones, Ballarat Vic; Adam Ralph, Craigmore SA.

NEWS



The ever reliable Mr Prassard sent us these two Glo Cap designs, and well we liked them.

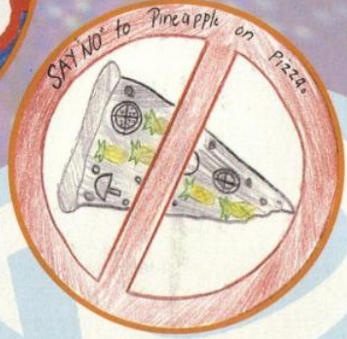
Nicholas Reid sent in Mortal Wombat as part of his Super Heroes series.



I WANT TO GLOW IN THE DARK

Sam Louey, the byword in attention to detail included these designs.

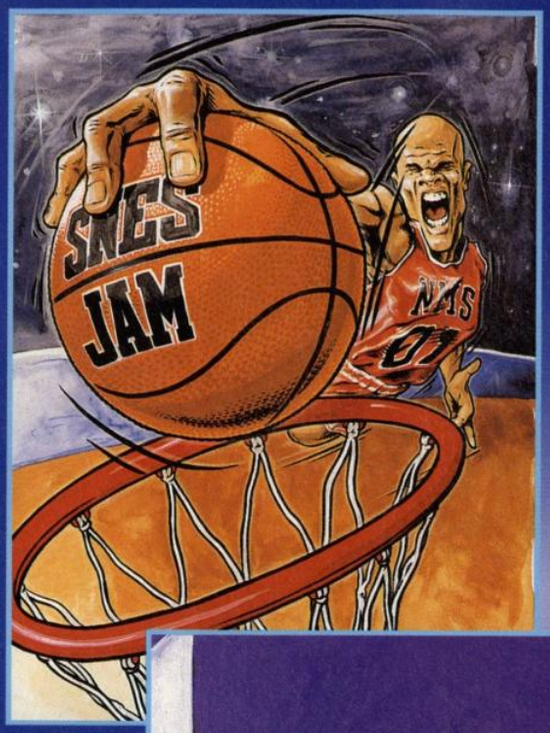
Nathan Epp's effort featured a subject close to Skull's heart - himself.



Just Say No To Pineapple On Pizza is an admirable sentiment and one that has resulted in Joel Thompson being one of our winners.

COMPETITION

WIN AN ORIGINAL NMS COVER & A YEAR'S SUBSCRIPTION TO NMS & A WHOLE PILE OF TRIELLE KOMIX GOODIES!!!!



Last issue you will have read all about the people who work on this esteemed mag. And now we're going to give you the opportunity to let us know what you think really goes on here at NMS. We want you to either draw us a picture of what a typical day is like here or write us a story about what goes on behind those closed doors.

The entry that makes us laugh the longest and hardest will win their choice of the original art for one of our covers or posters plus a one year subscription to NMS plus a whole lot of Trielle Komix goodies!!! Two runners up will receive a one year subscription to NMS plus a special bunch of Trielle Komix goodies.

Just send your picture or story to Work, Hah!!!, PO Box A305, Sydney South NSW 2000 by Wednesday, April 26, 1995, making sure that you write your name, address and daytime phone number on the back of your drawing or each page of your story.

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For reasons too long and complicated to go into here, the original art for some Nintendo Magazine covers is not available, so please put your phone number on the back of your artwork so we can contact you to find out which one you want. The promoter is Trielle Corporation, 363A Pitt Street, Sydney NSW 2000 (A.C.N. 003 550 392). Entry is open to all residents of Australia and New Zealand with the following exceptions. Officers, employees, their immediate families and pets of the promoter, its advertising, sales promotion agency and printers are not eligible to enter. Entries close at the end of the working day, Wednesday, April 26, 1995. The winners' names will be published in a future issue of Nintendo Magazine System. Prizes are not transferable, nor are they redeemable for cash. The judges' decision is final and no correspondence will be entered into. Information on how to enter forms part of these conditions of entry. The contest is game of skill, not chance, and as such, all entries will be judged on merit. © Nintendo Co., Ltd. All rights reserved.

DONKEY KONG COUNTRY

OVER 100 EXOTIC LEVELS.

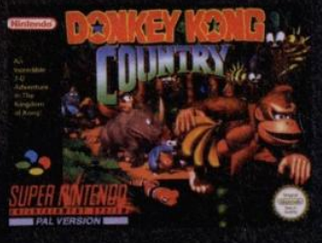
EYEBALL TWISTING 3D GRAPHICS.

THE WORLD'S GREATEST VIDEO GAME.

HUGE FUNKY MONKEY GRAPHICS

WET AND WILD ACTION

THE PRIMATE FOR EVERY CLIMATE



LATEST RELEASE

"THE MOST STUNNING SUPER NES GAME TO DATE 96%" - NMS

SFX SPECIAL

THE NEW WAVE OF FX

Although they have been applied to only three games so far, Argonaut's Super FX chips have proved to be very popular with Nintendo players world wide, so we thought we'd take a look at five new Super FX games that are currently in development.

THE POWER OF FX

The first FX chip developed by Jez San and crew at Argonaut was only been used in the original Starwing and all subsequent Super FX games incorporate the improved FX2 chip. This new chip is twice as powerful as the original chip, running at 21.5 MHz, and this allows for more sprites to be displayed without any flicker or slowdown and more polygons can be texture mapped to give added detail.

STARWING II

After years of waiting, the sequel to one of the most revolutionary Super NES titles is at last upon us. Starwing II, the follow up to the first Super FX game, now features the improved FX2 chip as seen in Stunt Race FX and Vortex. The most notable achievements is the inclusion of a simultaneous two player mode and the opportunity for players to fly unrestricted in any direction, thus adding a lot more depth and potential to the game.

The plot of Starwing II goes along the lines that the despicable ape Andross has somehow managed to return from defeat and has attacked your bases on Corneria. Naturally, it's up to you to stop his evil forces, and to help you there are two new members in your team, a lynx and a sheep, and there are also new vehicles including a land walker and another space craft like the Arwing.

Starwing II is due to be released under the name of Starfox II in Japan and America around the middle of the year, and the Pal versions for Australia and the UK should follow a few months later. This already looks like being possibly the best game all year, and it isn't even out yet, so make sure you reserve your copy!

FX FIGHTER

Already previewed in the pages of NMS, Argonaut's entry into the world of polygon beat 'em ups is looking better all the time and is shaping up to give some of the 32 bit titles from Sega and Sony a run for their money. Each fighter contains between 400 and 500 polygons and the animation runs from 15 to 20 frames per second - modest compared to what's possible on a 32 bit machine, but very impressive for the 16 bit Super NES. A popular feature of this type of game is zooming and panning camera angles and instant replays, and FX Fighter will include both, with the winner of the match controlling the viewpoint of the replay.

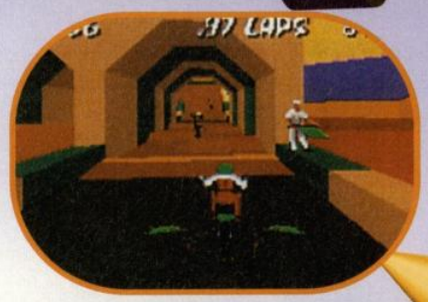
The 16 Mbit game is similar to titles such as Virtua Fighter, with hand-to-hand combat and complex throws constituting much of the action, although no doubt there will be plenty of hidden moves and the like.

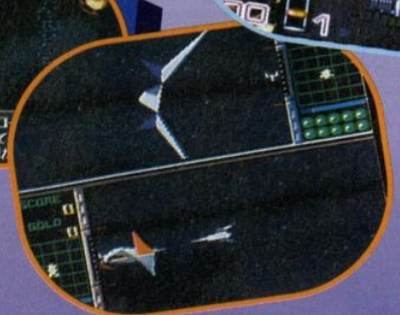
COMANCHE

Comanche is the first Super FX game which is a conversion of an existing title. Comanche Maximum Overkill may be familiar to PC owners, but now Super Nintendo owners will be able to take to the skies in an advanced attack helicopter. Better yet, the Super NES version features simultaneous two player action for good old head to head death matches with a friend. The FX2 chip is used to help plot the 3D terrain over which your helicopter flies, calculating the elevation, distance and colour of each point of the map and updating it as you shift position.

DIRT TRAX FX

The second Super FX racing game features off-road motorcycles rather than cute cars, and combines polygons with traditional sprite based graphics. The tracks and surroundings in Dirt Trax FX are all made up from polygons while the motorcycles and riders are sprites. This is to allow greater detail in the animations, which would look blocky and clumsy if they were polygon based. Of course no racing game is complete without including head to head action, and Dirt Trax features a full split screen two player mode, unlike the tiny windows of Stunt Race.





DIRT RACER SFX

The other new driving game to take advantage of the Super FX chip is Dirt Racer SFX from Elite. Although closely resembling Stunt Race, Dirt Racer is intended to be more of a driving simulation, with a selection of 4WD vehicles including a monster truck, an off-road car and a dune buggy. Particular attention has been paid to the handling characteristics of the cars and an unusual steering mechanism has been employed - the steering wheel is seen in the lower corner of the screen allowing you to see exactly how far it has been turned. Whether or not this proves to be effective in the heat of racing is yet to be seen. Another feature of Dirt Racer which will please potential purchasers is the head to head two player mode. Dirt Racer SFX is scheduled to be released overseas in May and, with any luck, it will also be released in the land of Oz.

MEGA

Capcom's most famous platform hero returns to the Super NES following his celebrated debut, and it looks like Megaman X has a few new tricks up his iron-clad sleeves.

In this sequel adventure, Megaman X has to succeed in completing eight stages which include among them a Volcanic Zone where Megaman must climb fast if he is to avoid the rising lava, or the Dinosaur Tank stage which is a huge moving vehicle our hero must make his way around. As well as the usual power-ups, there are some new weapons for X to master. Like Megaman X this is a tough game to complete, but the sequel features more involved gameplay with lots more places to explore and things to discover. Keep your eyes glued to the pages of NMS for more on Megaman X 2 in the future.

BADASS BOSSES

There are loads of bosses in Megaman X 2 and they're all very weird and very tough indeed. They include Wheel Alligates, a mechanical alligator who dwells unseen beneath the water before leaping out to take a bite out of X. Another odd boss is Sonic Ostreague, who looks like part duck and part ostrich, and has the ability to move very fast as well as jump to inconceivable heights.

SOME NICE GRAPHICS

The Megaman series has built its reputation on an inventive approach to character design and the sequel features similarly detailed and off-the-wall sprites like mechanical jelly fish, strung-up Megaman look alikes and flying droids.

(LEFT) Megaman needs to be quick on his feet if he's to avoid instant death from the deadly lava.

(ABOVE) A Mega blast sends this enemy's shield flying!

SIGMA RETURNS TO CHALLENGE MEGA

MAN X2

SUPER NINTENDO ENTERTAINMENT SYSTEM **PREVIEW**

(BELOW) Defeating bosses enables Megaman to equip himself with their weapons!

EXCLUSIVE FIRST LOOK

XTRA VEHICLES

Like its predecessor, Megaman X 2 sees X jumping into his armoured stomper from time to time, to make things easier when it comes to bashing enemy sprites. But the sequel comes with the added addition of speed bikes, X taking on other racers, jumping ramps and generally getting around at a thunderous pace.

THE MOST STUNNING MEGAMAN ADVENTURE EVER!!

CUSTOM 'C4' CHIP POWERS MEGAMAN TO NEW HEIGHTS!!

MORE LEVELS, MORE BOSSES, MORE MEGAMAN!!

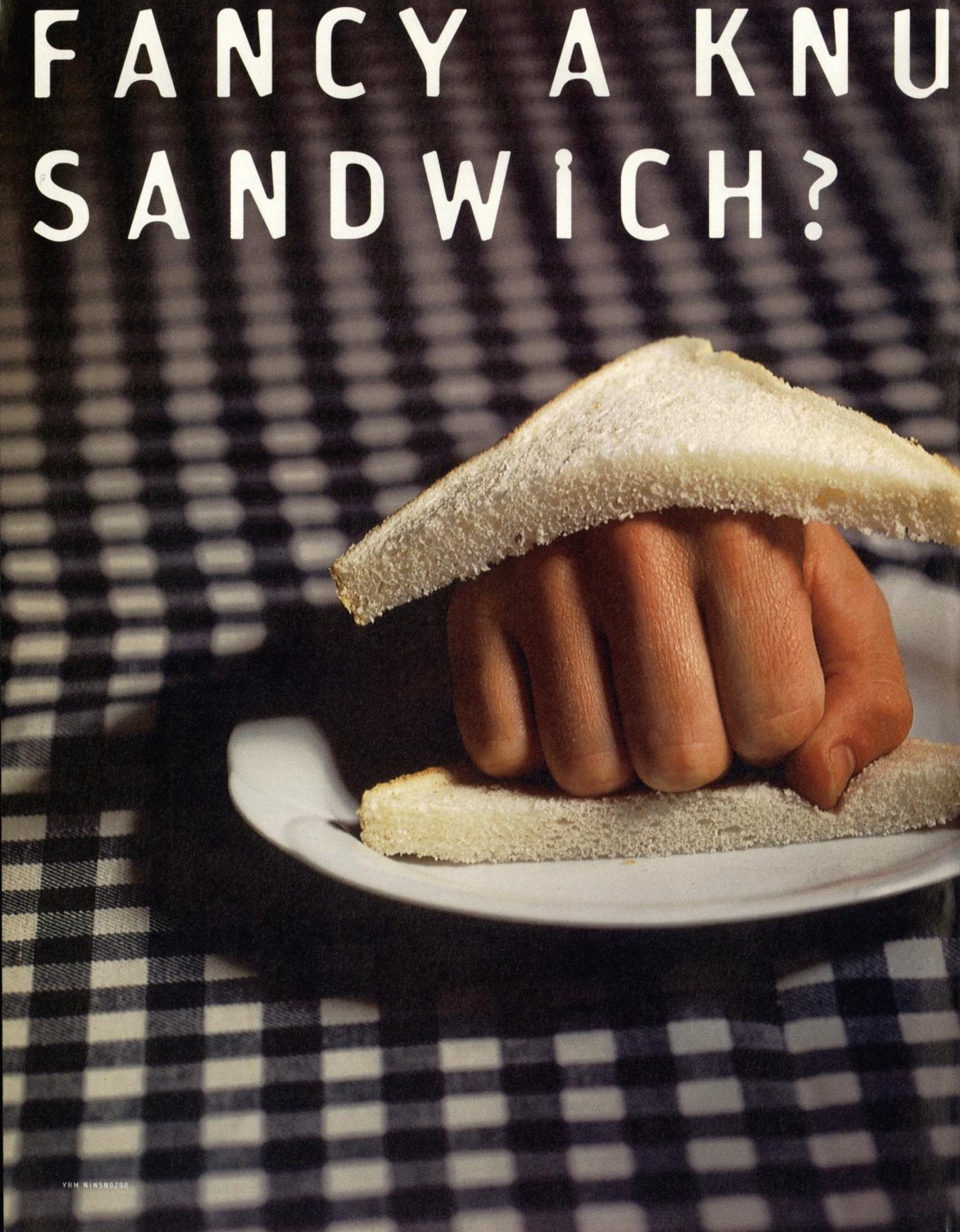
ON A TECHNO CHIP

Megaman X 2 comes with something known as a C4 chip. This is a custom 4-meg DSP (Digital Sequencing Processor) chip. In plain English what it means is that the backgrounds contain greater detail, there is much less chance of slowdown and the action moves along at a faster pace.

(BELOW) The Sonic Ostreague lies in wait for our hero to exact revenge by destroying Sigma's space rocket.

(ABOVE) More of Sigma's robot followers join the scrap heap when Megaman arrives to clean up!

MAN IN THE BATTLE OF THE CENTURY!!


FANCY A KNU
SANDWICH?
YRM NINSN0280

CKLE

How about cauliflower ears?

Or a tooth smoothie?

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You've got 16 opponents to

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And he'll take your teeth out.

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through a straw.

Kick some butt and put

this guy down for the count.

While you can still

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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC
- BY: NINTENDO
- PRICE: $69.95
- RELEASE: MAY
- GAME TYPE: PLATF
- CART SIZE: 16 MBIT

GAME FEATURES
- NO. OF PLAYERS: 1-8
- HEAD TO HEAD: Oh yeah!
- BATTERY BACKUP: Yes sirree!
- CONTINUES: Not applicable
- OPTIONS: Loads

GAME INFO
- GAME ORIGIN: Inspired by Red's Dream a 3D rendered cartoon from a few years back, oh and racing games.
- GAME DIFFICULTY: Variable
- SCORE TO BEAT: Not applicable
- ALTERNATIVES: Mario Kart, Street Racer

GAME CONTROL
- CONTROLLER: Joypad
- RESPONSIVENESS: Excellent!

X — Flip

A — Twist

B — Jump

Y — Brake

L/R — L: Roll, R: Roll

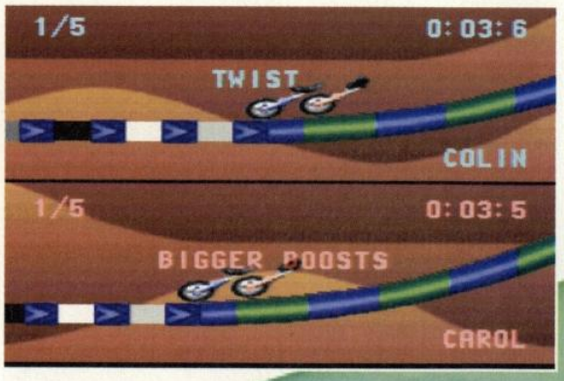
S — Start: Pause, Select: Nowt

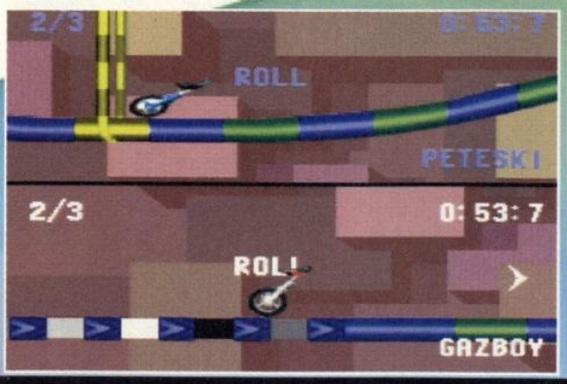
GAME CREDITS
- DEVELOPED BY: DMA
- DISTRIBUTED BY: NINTENDO
- MADE IN: SCOTLAND
- ARTWORK: © 1994 NINTENDO

Once upon a time there was a little unicycle who dreamt of joining the circus. At night, in the toy shop where he lived, the bigger bikes and tricycles talked about the fun they would have with their new owners riding free through the countryside. But all his heart the unicycle wished for the day when he too could be free, free to perform in front of packed audiences. Or so the story goes... In fact this was the plot to one of the first computer animated cartoons, and a milestone for fully rendered graphics. A milestone that has made its way onto the Super NES in a race that redefines the terms whacky and wild.

Boasting over twenty tracks of loops, hoops, and purple gloop, the aim of the game is to pull off as many tricks and turns as possible to give your speed a boost and rush you past the finishing line. The obstacles come thick and fast to hinder your path, but with talented stunt moves and a keen sense of timing these too can be turned to your advantage. Choose your competitor from either the CPU or a human and select your tour and track for a race against the laws of gravity. Saddle up and stick the pedal to the metal for the off!

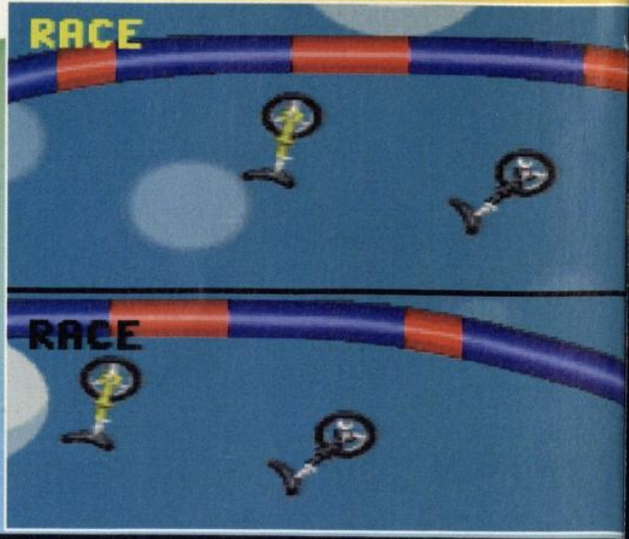
unira





SCORES ON THE DOORS

To distinguish itself from being just another racer, Uni Rally has the bonus feature of battery back-up action. By means of the back-up, not only does the cart store all of the best lap and course times for every track, but it also allows you to set up your very own league. To set up a league, simply choose the number of players, the colours of the cycles, and change the names of the players to suit you and your chums.



MOVES AND GROOVES

Successful stunt riding is the key to winning races, which is not quite as easy as it sounds! On simple courses stunts are easily integrated into general racing activities, but when you've got to negotiate twists and turns of any proportion, stunts have to slipped in between obstacles. The more stunts pulled, the more the cycle accelerates, so combos are the equivalent to a turbo boost, and are all the more essential in racking up points for stunt courses. But what exactly are these moves? Further investigation is needed.

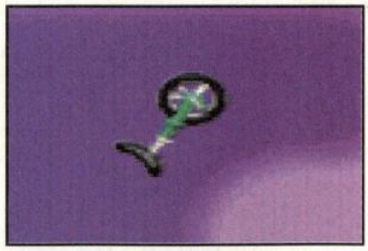
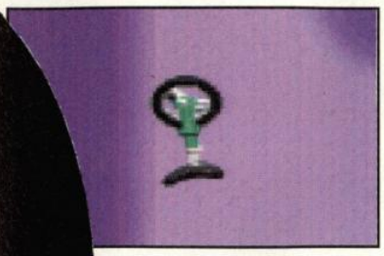


TABLE TOP

In the air tap the Y button as if you're doing a Z Flip, tap it once more to right yourself.



TWIST

A twist or two never goes amiss in a handsome little mid-air combo, but how exactly do you do them? Easy. Whilst in the air hit the A button and the direction of the required twist. Voilà!

FLIP

For a cer-azy flip, hold the shoulder button opposite to the direction in which you're travelling.

ROLL

Simplest of all moves to perform and a must for covering ground quickly. To activate it, hit jump and either of the shoulder buttons. Multiple points are available for double and triple rolls.

Z FLIP

Another air move. Hit the X button and a direction to pull off this far out move.

HEAD BOUNCE

While stationary do a quick jump and then flip yourself over using the Y button.

SEAL OF QUALITY
Nintendo
MAGAZINE SYSTEM

GOING FOR GOLD!

Having trouble finding an opponent worthy enough to face your might? Then why not take on the pro racers in one-player mode. First off the mark is Bronsen (oddly enough named after the metal bronze), and if you manage to defeat him on all four types of course, two bonus tracks present themselves to the victor. It's a similar situation with the other two competitors Silvia and Goldwyn. Once they're defeated, who knows? Only time will tell.

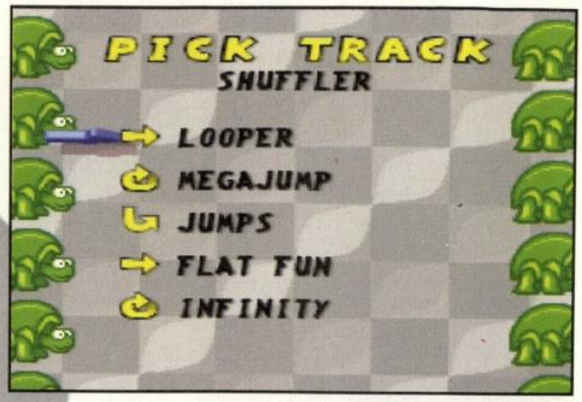
COMMENT

PAUL B

Never judge a book by its cover, or so they say. And never more than now is this the case. From first impressions, Uni Rally looks bland and boring — a couple of bikes missing a wheel chasing each other over what looks to be a never-ending stick of twisty turny rock. But I can only assure you that even if it isn't much of a graphical delight from first impressions, this is the best racing game I have played for ages! The tracks, with their turns and ramps will drive you up the wall, quite literally, in their own devious little ways that make achieving a best time impossible, and the stunts are absolutely amazing. Pulling off tricks to accelerate, has to be one of the toppest ideas of the year. The more you get into the game, the more you'll realise the finer details and the astounding number of frames of animation that have gone into the cycles. Take into the consideration the superb battery back-up system allowing you to store all of the best times, and even your own league, and there you have it, a totally excellent racer. Twister city!

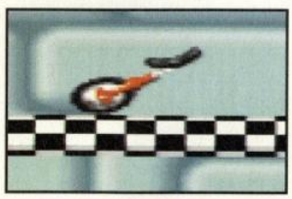
THE RIGHT TRACKS

Ranging from a standard dash to hairpin hell, the 20 plus tracks provide ever growing difficulty and challenge. All manner of devious invention has been incorporated to guarantee thrills and spills galore. One minute you'll be hurtling at breakneck speed spinning out of control, the next zooming up a halfpipe in readiness for a flip. To help out with the obstacles and give the competitors some kind of fore warning, the tracks are colour-coded — red and blue indicating a dangerous change in course, and orange alerting the riders to gloop on the track. Let's take a peak at what's in store for the unicyclists.



CRAWLER

Even the longest journey starts with a single step! Or so the bearded sage Confucious once said, and this certainly is the case when first tackling the world of Uni Rally. Quite frankly, any newcomer to the game must cut their teeth on the snail tracks of the Crawler. On these tracks you can experiment with the stunts, picking up speed, and controlling the unicycle on the loops, corkscrews, and boost tracks.



DRAGSTER

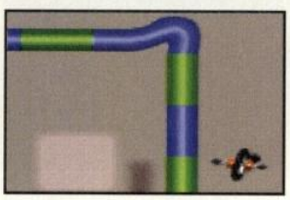
Start off on the straight and narrow. A simple test of speed and how to pick up speed by using simple stunts.

ZOOM ZOO

A close encounter with the boost tracks and those tricky loops that leave you landing on your saddle. Careful timing of righting the fall saves valuable seconds.

BOWL

What does stunts mean? Points! It's a whole new ball game when you hit the bowl. Against the clock you must pull off as many stunts, tricks and generally flash moves as possible. In two-player mode, the player with the most points wins.



SWITCHER

What starts off as a straightforward dash soon comes to a tricky and sticky end. Use jumps and rolls to swap between the upper and lower tracks to gain tactical advantage, but in the meantime be prepared to witness the slicky slowdown of the dreaded purple gloop! Only now will you realise the necessity to watch the colours of the tracks. When you hit orange — JUMP!

MONSTER

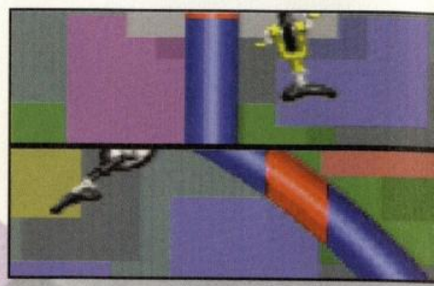
Welcome to the corkscrew bends! Do not, I repeat, do not attempt to perform any tomfoolery on these areas or you will be returned to the beginning of the bend, and lose out.

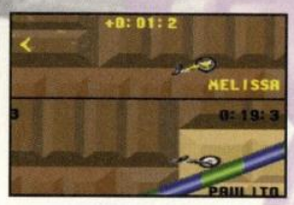
SHUFFLER

So you're starting to get a little more confident on the tracks — then move up a level to the turbo tortoise antics of the Shuffler.

LOOPER

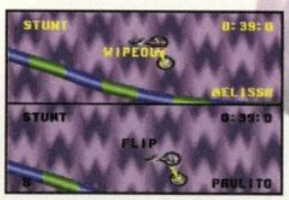
Serious loop action demands keeping the wheel on the ground when hitting the boost tracks to send you through to the other side. When out of the loops look for some serious stunt potential.





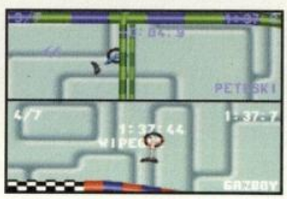
MEGA JUMP

The track for sooper-dooper hip flip stunts. Gather some serious speed on the run ready for spin out central!



JUMPS

A Bowl, but on a larger scale — Jumps is another opportunity to prove your worth in stunts.



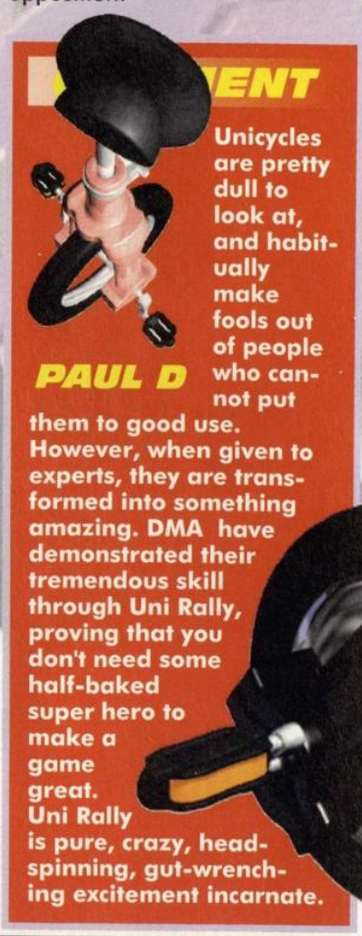
INFINITY

The smallest of all the race tracks, the challenge in the control of the cycle as you double back on yourself inside a figure of eight turned on its side.

FLAT FUN

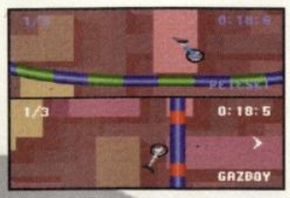
All out speed challenge with the added bonus of boost tracks to help you along the way. Use simple stunts to keep ahead of the opposition.

(BELOW) *From the arrows you can get an idea of the kind of track you'll be facing. These are from the easiest level! Gulp!*

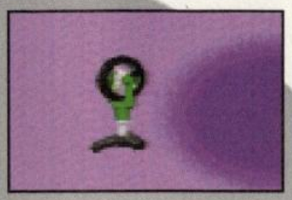

ENT
PAUL D
Unicycles are pretty dull to look at, and habitually make fools out of people who cannot put them to good use. However, when given to experts, they are transformed into something amazing. DMA have demonstrated their tremendous skill through Uni Rally, proving that you don't need some half-baked super hero to make a game great. Uni Rally is pure, crazy, head-spinning, gut-wrenching excitement incarnate.

WALKER
Hedgehogs sure get a hard time on the highways and byways, but this hog has been working flat out (ha-dee-ha) to create some twisting tubes for the unicyclists to ride.

DRAG RACE
Gloop-de-gloop features heavily in the first of the spiney tracks. If you manage to keep gloop-free, potential is here to case some pace.



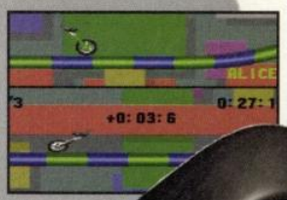
PING PONG
Dangerous loops are the order of the day. As you begin to acquaint yourself with the unis, try to ease off on the pedals and freefall through the loops.



HILL CLIMB
Just go for it! A series of hills allows for stuntacular combos to rack up those high scores.

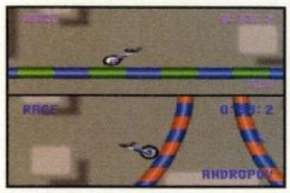
HYBRID
Half pipe central! The key to speed is timing the flips as you come off the half pipes, avoiding time consuming wipeouts.

SHORT CUT
No flashy name here, it means what it says! See if you can find and use the short cut before your opponent does.

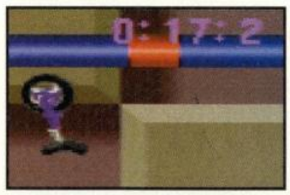


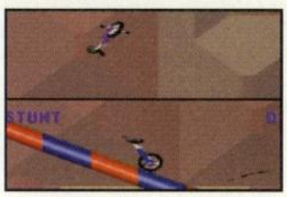
HOPPER
Ribbit, ribbit — now things are really hotting up! These are the monster tracks for the best of the best. Surprises jump out of every corner and it is extremely easy to come a serious cropper on nasty track designs.

WARIO PAINT
Wario was consulted when this track was designed hence the most evil of evil points in the middle of the track. If you don't gather enough pace you're history when it comes to this nightmare construction.

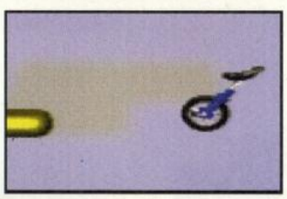


CROCK
More like dead end disaster! About a quarter of the way through the race you will come face to face with a massive great wall. The trick is to pull off a casual couple of moves and then slide down the wall.





DOWNER
The final and most easy to fluff stunt track. It's downhill all the way, and unless you time the stunts perfectly wipeouts will make sure you don't score any points.



EAST
Head East my son! Don't expect any frills, this is solid speed challenge action, mark my words.

HAIRPIN HILL
The ultimate challenge with every kind of twist and bend thrown in for good measure. Keeping on the track is tricky enough — now try pulling off stunts for acceleration!

(RIGHT) *Will you look at some of those times being racked up on the leader board! Can you work out the cunning pseudonyms the NMS team have used? Answers to the usual address. No not really.*

REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS — 89
▲ Ultra fast and smooth! Take time to check out the number of frames of animation for the unicycles.

▼ A bit on the simple side, could do with some more varied backdrops.

SOUND — 91
▲ Excellent racing tunes with real pace and stacks of ace screeching tyre effects.

PLAYABILITY — 94
▲ The most playable racer of the year - pace, action, a tonne of special moves to learn. Absolutely top!

LASTABILITY — 90
▲ Extreme challenge in one-player mode, and ultimate racing fun for head to head exploits. Excellent league system.

▼ Mind you, watch out for those thumbs, they start to seriously ache after a while.

OVERALL — 92
An unusual attraction for the Super NES demonstrating superb rendered images, and undoubtedly the best racer for quite some time. Buy it!

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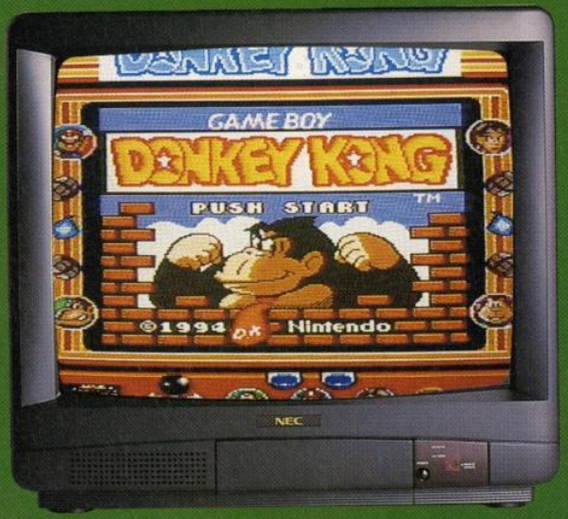

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No airbags.

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"The best racing game ever 95%" - NMS

"A must-have game 92%" - Hyper

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC
- BY: ACCLAIM
- PRICE: $119.95
- RELEASE: OUT NOW
- GAME TYPE: SPORT SIM
- CART SIZE: 24 MBIT

GAME FEATURES
- NO. OF PLAYERS: 1 to 4
- HEAD TO HEAD: Yes
- BATTERY BACKUP: Yes
- CONTINUES: N/A
- OPTIONS: Heaps

GAME INFO
- GAME ORIGIN: Conversion of the sequel to the arcade hit NBA JAM
- GAME DIFFICULTY: Variable
- SCORE TO BEAT: Defeated five teams
- ALTERNATIVES: NBA Jam, NBA Live '95, Barkley Shut Up And Jam, Jammit

GAME CONTROL
- CONTROL: Joypad
- RESPONSIVENESS: Good

(A) Shoot/jump

(B) Shoot/jump

(X) Pass/block

(Y) Pass/block

(L/R) Left: Turbo
Right: Turbo

(S) Start: Pause
Select: Nothing

GAME CREDITS
- DEVELOPED BY: IGUANA ENTERTAINMENT
- DISTRIBUTED BY: Metro
- MADE IN: USA
- ARTWORK: © 1993, 94 MIDWAY ©1994 NBA PROPERTIES

NBA JAM, the game that started the basketball game frenzy, is back and better than ever! So, how have they improved on the excellent original? For a start, there's a new roster of NBA players and each team boasts at least three stars and a new rookie team from the 94-95 draft. There are more hotspots, power-ups and, of course, more over-the-top slams and dunks! And if that's not enough for you, there are now 39 secret players, including characters from Mortal Kombat II!

COMMENT

ANDREW

Hmmm... Another tarted up sequel conceived to milk the masses. The power-ups and hotspots are very cool but, apart from these additions, there really isn't much to distinguish NBA Jam T.E. from the original. Certainly not in the gameplay department, for both play identically. The updated player roster and extra stats do nothing for me, although I suspect the hordes of basketball card collecting dweebs will be over the moon. As far as I'm concerned the best new feature is the option to substitute players between periods, as this allows you to use tactics such as keeping a good three-point shooter fresh for the last period when point scoring is vital.

I can't help thinking that people who own the first NBA Jam will feel somewhat short changed, maybe even ripped-off, after spending over a hundred dollars on a game which really has only cosmetic changes over the original. Buy Tournament Edition if you don't own either, but keep in mind that there will probably be plenty of second hand copies of NBA Jam floating around at less than half the price of T.E. Take your pick.

OH MY!

In NBA JAM T.E. the coolest feature is the addition of icons that appear at random in spots on the court. Just as in the original these hotspots give you more speed and bigger dunks, but this time they can be picked up as you run along. No more fiddly codes that take forever to get right, just touch these and you're off! Each pick-up has a different effect on your player.

T: Unlimited Turbo

S: Speed Up, or turn up the juice!

F: On Fire!

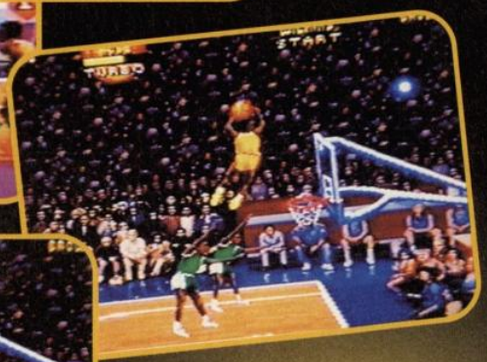
B: Bomb, makes everyone fall on their butts except for the player who touched it.

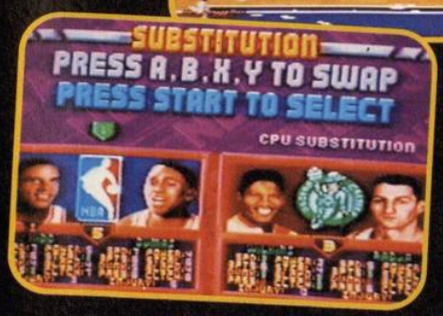
D: This little gem, once picked up, gives the player the ability to dunk from anywhere on the court!

Another new feature is stars with numbers on them which appear on the court. The number is the amount of points the player can get if you successfully shoot from that spot.

JAM

MENT EDITION

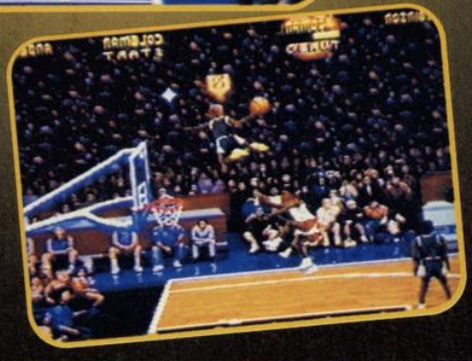




COMMENT

NICK

Yay! Let it be said that even though this is a sequel, Midway has done everything possible to make this even more fun than the original. It plays exactly like the arcade version and with the new updated rosters, which include the all rookies, makes for a fresh and exciting challenge. This time around there won't be any arguments as to who is the best because both players can pick the same team. With all the new options to pick from, T.E. should revitalise fans who may have lost interest in the game. The graphics move really smoothly with more great looking dunks. The sound, while a little bare in places, is still very good with lots of comments from the, umm... commentator. Even if you have the original, you should still check out of this because all the power-ups and updated players make for a new game. Dunking good fun!



REVIEW

SUPER NINTENDO

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION	■			
CHALLENGE	■			
REFLEXES	■			
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■			
DAY	■			
WEEK				
MONTH				
YEAR				

GRAPHICS

▲ More animations and a nicer looking court, but more or less the same as the original.
▼ The players still look like stick men.

86

SOUND

▲ More speech and it's a bit clearer.
▼ The crowd response is pretty dull, and the game can go disturbingly quiet at times.

78

PLAYABILITY

▲ Despite the additions, the gameplay is exactly the same as before - few will notice any difference.
▼ Just as playable as the first time, and with four players only Bomberman beats it.

88

LASTABILITY

▲ The computer opposition is a lot tougher and plays more aggressively. Loads of hidden players and power-ups to find.

86

OVERALL

Although an improvement over NBA Jam, Tournament Edition is virtually the same game. On the other hand, if you love the arcade game you're gonna have to buy this.

90

HUBBA HUBBA HUBBA

Having made a bit of money out of the previous game, Midway has decided to splash out and award the winning team of the competition a shiny new trophy! Better yet, once you have defeated all the regular teams you get to face special all-star teams!

COMMENT

AMOS

NBA Jam was never about real basketball and this version ups the speed and fun factor to the max! The bonus point hotspots and powerups can give a team on the losing streak a major comeback, so the outcome of the game is now more unpredictable than ever - you can imagine how tense it can get, especially with four players. Being able to switch off all the extras for a more "normal" game (if you ever want to) is a plus. Those wicked slam dunks are now easier to foil; just when your pals think they'll get an easy score, cheese them off by snatching the ball from right under their nose! My only gripe is the irregular appearance of the powerups as sometimes one team gets more than the other, but overall, one of the best multiplayer games is now more challenging and even better than before!

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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: T*HQ/MALIBU GAMES
- PRICE: $139.95
- RELEASE: OUT NOW
- GAME TYPE: SUB SIM
- CART SIZE: ? MBIT

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Password
- OPTIONS: None at all

GAME INFO

- GAME ORIGIN: Based on the somewhat sad submerged Spielberg series shown on Channel 10
- GAME DIFFICULTY: Average
- SCORE TO BEAT: Finished the first simulation and make your way into the open sea
- ALTERNATIVES: Desert Strike, Jungle Strike, Starfleet Academy

GAME CONTROL

- CONTROL: Joypad
- RESPONSIVENESS: Good

A — Dive

B — Fire

X — Ascend

Y — Decoy

L/R — Left: Target homing missiles
Right: Target homing missiles

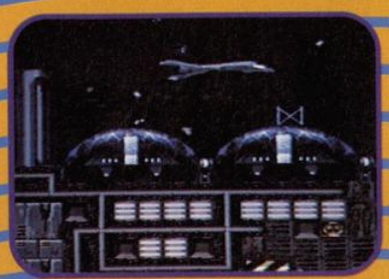
S — Start: Pause
Select: Go to bridge command

GAME CREDITS

- DEVELOPED BY: SCULPTURED SOFTWARE
- DISTRIBUTED BY: METRO GAMES
- MADE IN: USA
- ARTWORK: © 1994 AMBLIN ENTERTAINMENT

SeaQuest DSV (Deep Sea Vehicle) is set in a future where people have begun to use the sea as another much needed source of natural resources. Under the ocean many new confederations have formed, each with the intention of exploiting the unknown riches of the deep while sabotaging the operations of their competitors. The United Earth Oceans Organisation (UEO) is the self appointed underwater police force and has commissioned the seaQuest DSV as the peace keeper of the ocean. Oh, it also just happens to be the largest, fastest, most powerful research vessel too!

Having just graduated from the training academy with exceptional scores, you have been offered a position in a computer simulated mission to evaluate your potential as a possible captain of the seaQuest. Here you must use all the skills you have learned to prove your versatility as a skilled officer and diplomat of the deep in what the seaQuest symbolises - enforcer, protector and explorer.



COMMENT

NICK

SeaQuest DSV shows that not all hope is lost in the quest for an original game. Submerged beneath a wave of fighting games that take more action than thought, seaQuest DSV is more than welcome because it requires thought and planning to succeed. I found that seaQuest is the kind of a game that you can jump straight into without reading the instruction booklet first. You may want to look up things as you go, but it's not like a technical simulation, with millions of buttons and levers everywhere. The graphics are simple enough, but also have some nice detail and animation too. The screen scrolls smoothly as well, although manouevring the seaQuest around rocky outcrops can be tricky. The sound was okay, since all you can hear is either theme music or explosions. That didn't really get to me, as I got pretty absorbed into the whole game. Even if you aren't a fan of the show, grab a copy of this. It's challenging and something a little different.

COMMAND POSITION

On board the seaQuest you assume control from the bridge of the sub. From here all the necessary information for your missions is obtained. It is here that the number of vehicles in the bay, the armoury, your budget and your rank are displayed. The other areas of the ship are accessed by using the snowflake-like cursor to bring them up.

INFO - The information screen gives you mission briefings and important messages that are sent from headquarters. When transmissions are incoming, this screen will display the message.

BAY - The launch bay from which five different vehicles can be selected to carry out the missions. Oh, and that stupid talking dolphin, too.

NAV - The navigation screen displays a map of the ocean quadrant you are in at the time and shows the location of mission sites and the origin of the previous transmission.

PASS - Once a quadrant is completed you receive a password. Click the cursor on this to see it.

MICRO MACHINES

The seaQuest has on board many multi function vehicles that are deployed from the launch bay. When you reach the mission site, you have to decide on which of the mission vehicles is best suited to the job. Sometimes more than one vehicle is necessary to finish missions so you have to read the mission descriptions carefully.

CRAB - A mining vehicle with a powerful drill and thruster jets that can be used for upwards movement or removing sediment during salvage operations.

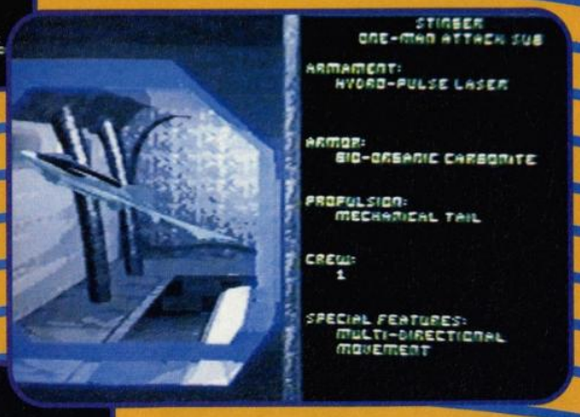
STINGER - This one person attack sub is armed with a hydro pulse laser and is the only armed sub capable of firing in any direction, so take care of it.

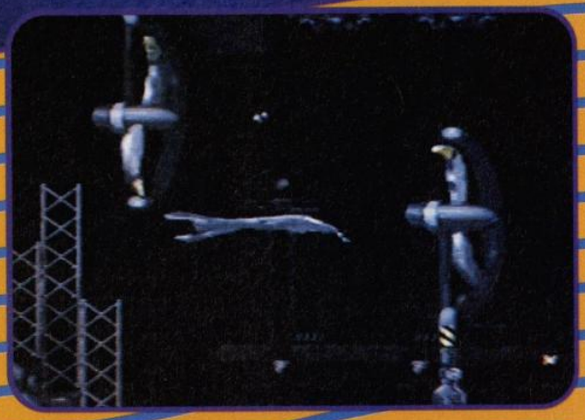
SPEEDER - Essentially a transport and defence vehicle that can be used as a shuttle or an effective attack sub.

TRUCK - A multi purpose machine which can be used to transport equipment, supplies and people. Can also be used in salvage operations.

HR PROBE - Controlled by a crew member on board the seaQuest via a virtual reality headpiece and controller, the probe is best used for exploration and repairs in dangerous situations.

DARWIN - Darwin is a talking dolphin. Originally trained by the US Navy to place limpet mines on enemy ships, Darwin is considered expendable and used in missions with a risk factor too high to warrant sending out expensive equipment. Fortunately he does not talk during the game.

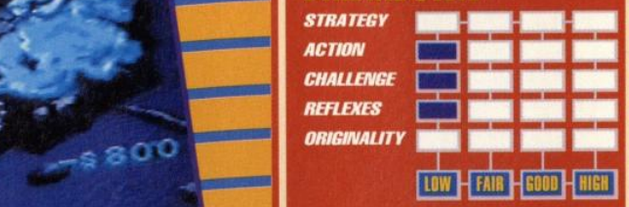




REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN



LONG-TERM INTEREST

GRAPHICS

▲ Nicely rendered sprites and some neat underwater effects.
▼ Some dodgy collision detection and an impossibly hard to see cursor on the bridge screen.

82

SOUND

▲ The music is faithful to the show and during the game is suitably atmospheric with cool effects.

83

PLAYABILITY

▲ Fairly addictive in that you you won't be happy until you get each mission right.
▼ Can be frustrating when certain vehicles don't respond in the way you think they should.

84

LASTABILITY

▲ Loads of variety and a tough challenge - make one mistake too many and you're stuffed!
▼ It's a bit unfair that the game ends when you run out of money. Couldn't they give you credit?

86

OVERALL

At last, a game which does justice to its licence and is fun to play as well!

85

MISSIONS IN THE ILL POSITION

There is a variety of missions which you will be asked to complete during the game, including rescues, repairs, and salvage operations. You are informed of these by radio transmissions from the corporation involved and given a mission briefing and general location. Crucial operations, such as rescuing trapped divers and dealing with radioactive waste, are governed by a tight time limit. Fail the mission and you fail the game, there's no second chance. When you complete a mission successfully, you are rewarded with a hefty payment which can be used to buy more weapons or to replace lost vehicles.

COMMENT

SKULL

Okay, so seaQuest doesn't feature the sort of DSV that gets my blood pumping, ie. Death, Suffering and Violence, but I am pleased to see the developers coming up with something, dare I say, original. This is about the best anyone could have hoped for with the seaQuest licence, although the emphasis is rather heavily on blasting rather than problem solving. The interface is much like Desert Strike, but with the added bonus of being able to vary the depth at which you travel, and the side scrolling missions aren't too bad either. SeaQuest is one of few games this month that I've actually been bothered to play for more than five minutes at a time, despite the annoying collision detection which damages the seaQuest even when it appears to be fifty feet away from an object. But that, I suppose, is fair enough as a real sub would be instantly torn apart if the same thing happened to it. Anyway, go out and buy or rent this game now. That's an order!

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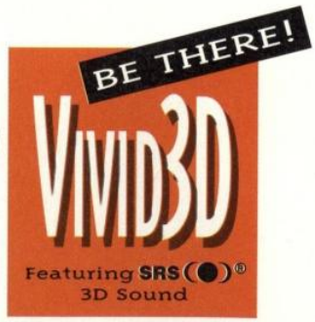

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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC
- BY: MINDSCAPE
- PRICE: $49.95
- RELEASE: OUT NOW
- GAME TYPE: SPORT SIM
- CART SIZE: 8 MBIT

GAME FEATURES
- NO. OF PLAYERS: 1 or 2
- HEAD TO HEAD: Yes
- BATTERY BACKUP: No
- CONTINUES: Password
- OPTIONS: Stereo, music, sound...

GAME INFO
- GAME ORIGIN: Blah, blah, blah...
- GAME DIFFICULTY: Pointless really!
- SCORE TO BEAT: Try to beat the other team
- ALTERNATIVES: ESPN Baseball Tonite

GAME CONTROL
- CONTROL: Joypad
- RESPONSIVENESS: Absolutely pants

A — Bunts

B — Bat/throw

X — Nothing important

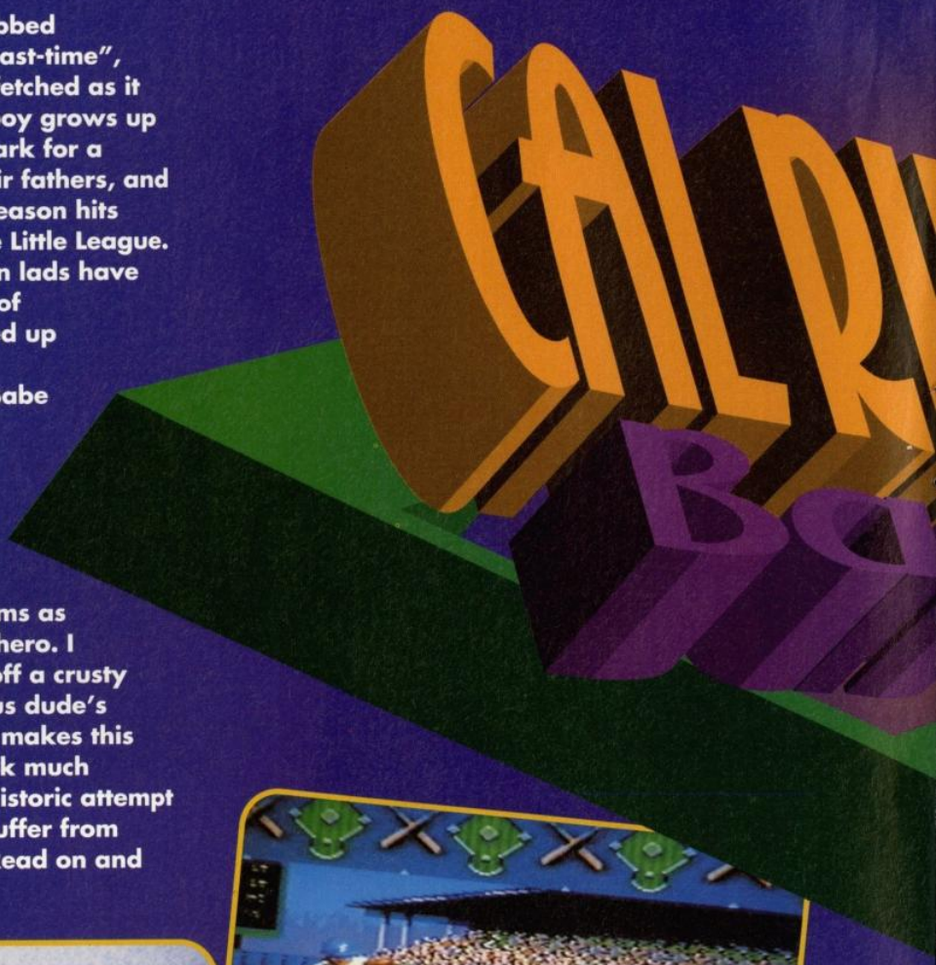
Y — Switch between fielders

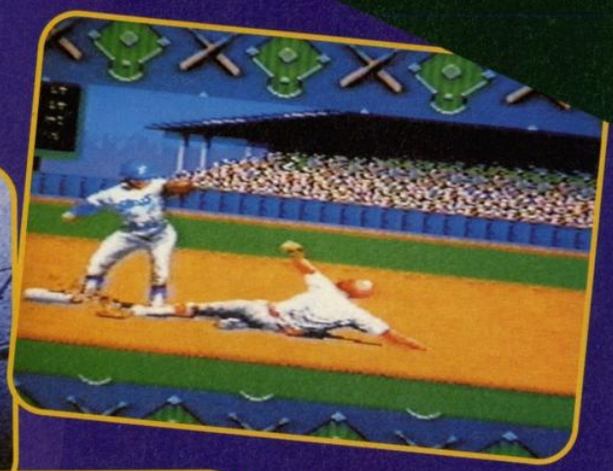
L/R — Left: Nuthin' Right: Nuthin'

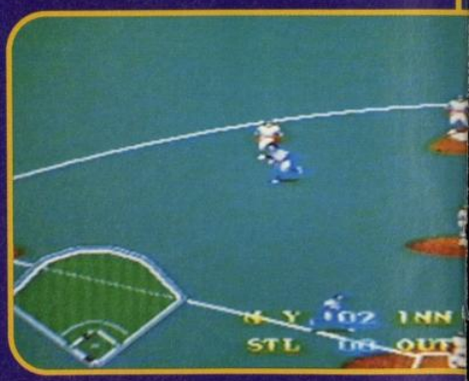
S — Start: Pause Select: Nothing

GAME CREDITS
- DEVELOPED BY: MINDSCAPE
- DISTRIBUTED BY: METRO
- MADE IN: USA
- ARTWORK: © 1992 MINDSCAPE

Baseball has been dubbed "America's national past-time", and this is not as far fetched as it may sound. Many a boy grows up and goes down the park for a game of ball with their fathers, and as soon as baseball season hits they all try out for the Little League. Many young American lads have grown up in this sort of atmosphere and ended up becoming a top notch player, for example Babe Ruth, Joe DiMaggio, Mickey Mantle and ... Oh yes, and Cal Ripken Jr. Not that I'm exactly into baseball, but by the sound of things it seems as though Cal is quite a hero. I mean, trying to flog off a crusty game with this famous dude's signature apparently makes this almost impossible task much easier. Does this prehistoric attempt at a baseball game suffer from previous problems? Read on and find out...



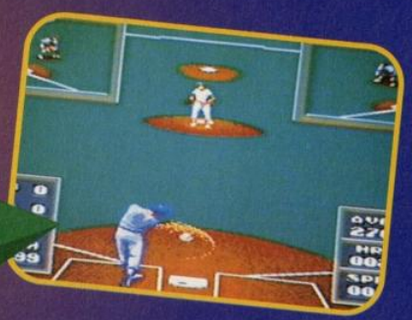


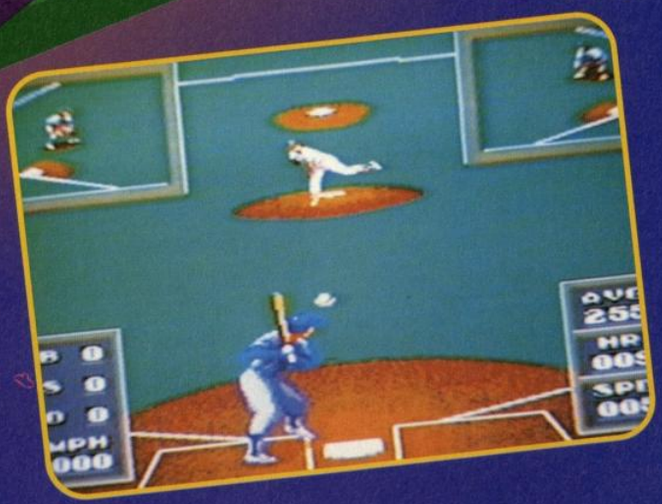


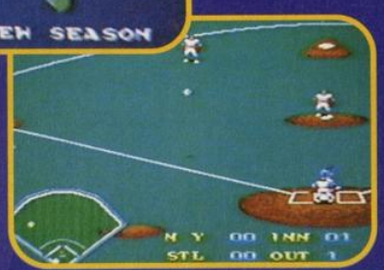
DIAMOND RINGS

Cal Ripken Jr. Baseball offers three different stadiums in which you can play. First up is the old Maxwell Stadium; it has a very small foul area and a small outfield, which means your top batters will hit homers just about every second shot. Secondly, there is the Hemphill Park, which has an even smaller outfield that Maxwell, but the walls are so high it's hard to hit a home run unless it's the hardest of hits. Finally, we come to Thomson Dome which, as the name suggests, it is a stadium with a dome on top making it weather proof. The field is made up of an Astroturf type surface, so it's not as slippery as the other two stadiums.

PKEN JR. seball







AIM FOR HIS HEAD!

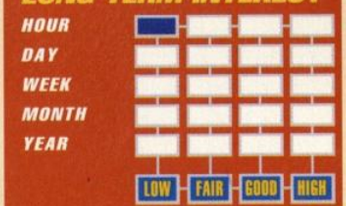
Cal Ripken Jr. is very limited due to the fact that there are only two pitching methods. You can either hold UP to serve a slow pitch, or hold DOWN to deliver a fast pitch. A variation on these types of deliveries is to press left or right after pitching the ball to give the ball a slight curve. Once you have pitched the ball the next thing to do is, assuming the batsman hits the ball, to field it. Fielding is done by simply moving the nearest fielder around until you get the ball, then throw it back to the players on the bases, preferably one which has a batsman running towards it.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

LONG-TERM INTEREST



GRAPHICS

▼ This game may be a couple of years old, but it looks worse than some NES games!

30

SOUND

▲ Strike threeeee, yoooou'reee OUT!
▼ We shudder thinking about it.

25

PLAYABILITY

▲ Er, umm...
▼ ...There isn't any.

18

LASTABILITY

▲ You could spend hours playing this game.
▼ Unfortunately, the shoddy gameplay will have you turning to the Power Rangers for entertainment.

12

OVERALL

Thirteen is an unlucky number for some. Especially for anyone who purchases this game.

13

COMMENT

BEN

This is no average sports sim, oh no, it's much worse than that! The best point about this game is the very sad animation when pitching a ball and that's as good as it gets. The graphics are very grainy and could easily be mistaken for NES technology. The sound and music are absolutely pathetic and the commentator has been very poorly digitised. The gameplay is non-existent, instead of using a Super NES control pad you might as well be using a remote control with one button on it. The controls, as you might have worked out by now, are very antiquated. All cannot be put to shame though. Mindscape have generously added some atmosphere by throwing in some organ music and by having hilarious players names like Jack B. Nimble and Len Dahand. But honestly, I would rather go and count baseball cards than have to sit down again with this game and pretend I'm enjoying it!

Stargate is a crap sci-fi movie that's been out for a while. This is one of those movie licence games that is usually a crap platformer. But, (are you sitting down?), this one's actually quite an intriguing little puzzler.

NOW WHERE DID I LEAVE MY KEYS?

Ponderous plot-related gumph aside, basically the idea is that you have to open a series of Stargates either flying solo in Skill Mode; against the computer in 1P Battle Mode or against a former best friend in 2P Battle Mode. To do it what you must do is assemble a series of symbols three deep (to knock out one symbol at a time), or assemble them in order either clockwise or anti-clockwise. This is, of course not as easy as it seems, as the double-sided tiles are dropped into a long cylinder thingy (complete with iffy perspective) and it's up to you to decide which side of the tile you want facing up and drop it into the appropriate position. Then all you have to do is get the rest of your tiles into the right position before the cylinder fills up to the top. Easy. Kind of.

COMMENT

MARY

Because I'm a girl and apparently like making order out of chaos apparently, this puzzle cart was entrusted to my all-knowing care. After working out what you're supposed to do (which isn't easy when there's no manual) I settled down for tough executive game of Stargate. Initially I thought it was going to be crap, but, in fact, it has all the addictiveness that makes Tetris the winner it is (and I don't mean all those Tetris wannabes either). It is damn tricky in spots and if you don't pay attention all the time you'll rapidly discover you're stuffed. Oh, and two-player battle mode is similar to Tetris in battle mode, the better you're doing the more you screw up your opponent's screen (nyuk, nyuk, nyuk).

RATINGS

- BY: ACCLAIM
- RRP: $59.95
- RELEASE: OUT NOW
- GAME TYPE: PUZZLE
- CART SIZE: 1 MBIT

GRAPHICS — 82

The curse of the Game Boy screen strikes again.

SOUND — 65

Alien bleeps and bloops. Put on you favourite CD.

PLAYABILITY — 92

Once you've got the idea, it's hard to put down.

LASTABILITY — 90

There's two difficulty settings and three game modes, fun for all the family.

OVERALL — 87

At last a puzzle game that isn't a Tetris derivative! Buy it, you won't regret it.

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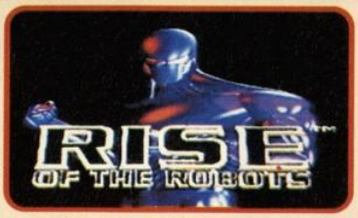
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC

- BY: MIRAGE TECHNOLOGIES
- PRICE: $129.95
- RELEASE: OUT NOW
- GAME TYPE: BEAT 'EM UP
- CART SIZE: 32 MBIT

GAME FEATURES

- NO. OF PLAYERS: 1 or 2
- HEAD TO HEAD: Yes
- BATTERY BACKUP: No
- CONTINUES: None
- OPTIONS: Training, difficulty, etc.

GAME INFO

- GAME ORIGIN: A new game, developed on the PC and converted to 22 different formats.
- GAME DIFFICULTY: Frustrating!
- SCORE TO BEAT: Play more than one round without quitting!
- ALTERNATIVES: Nothing really approaches the direness of ROTR. If you want a real fighting game, get Super SFII or Mortal Kombat II

GAME CONTROL

- CONTROL: Joypad
- RESPONSIVENESS: Awful

A — Light kick

B — Light punch

X — Medium kick

Y — Medium punch

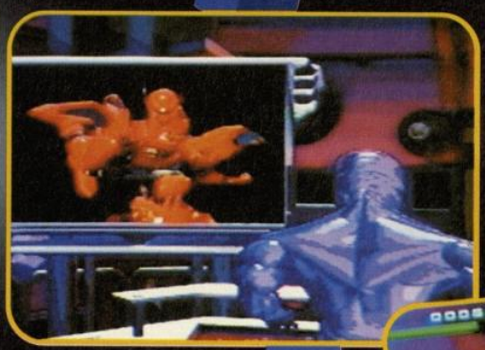
L/R — Left: Hard punch
Right: Hard kick

S — Start: Pause
Select: Nothing

GAME CREDITS

- DEVELOPED BY: Mirage
- DISTRIBUTED BY: Metro
- MADE IN: UK
- ARTWORK: © Mirage

You're a warrior cyborg and you look pretty damn cool. Unfortunately, your fighting reflexes are somewhat lame, thanks to your programmers, and you've been ordered to fly into Metropolis 4. Why? To pummel a variety of robotic opponents and take out the supervisor droid who's gone loopy and is causing all kinds of trouble at the Electrocorp building. How will you beat them with the moves you have? If only the programmers gave you some decent weapons. I mean, how far can a silly turbo head butt get you these days?



SKULL — COMMENT

Rise Of The Robots is the crappiest fighting game I've seen for ages! It is really bad! Don't even think of comparing it to Street Fighter 'cause this game isn't in the same league - it's not even in the same time period! The lack of characters to pick from and the slow, unresponsive controls provided me with approximately fifteen seconds of entertainment, and half of that was spent waiting for the game to start! Anyone who seriously considers buying this game should have their head thoroughly examined, if not replaced. Don't let this festering scab of a game infect your Super NES!

AMOS KILLER 2000

There are three game modes available to players in Rise Of The Robots. Mission Brief is just like any other fighting game where you fight your way through the list of opponents, while training lets you practice against opponents in any order. The two player game differs from the others in that player two can choose any robot to fight with, although player one must remain the cyborg.

Before each match you're treated to a brief technical rundown of your opponent's statistics. Similarly, depending on the outcome of the match, there's an end sequence. Quite a good touch they would be, too - if it weren't for the poor resolution and tiny screen window. Bummer.

E OF THE ROBOTS

AMOS SLAUGHTER HOUSE VI

Here's a character profile of everybody.

ECO35-2 Cyborg: Your righteous self! Looks like beefcake Van Damme wearing a fancy helmet and latex. Special moves are a smashing turbo head butt and a shoulder barge.

Loader Droid: Clunky looking and dumbish, this industrial model sports a fork slash as its special attack. Ouch!

Builder Droid: Besides lurking around construction sites, this oaf of a machine enjoys giving a good pile driver or bomber jump to hapless victims!

Crusher Droid: This weedy looking thing is surprisingly agile and is quite happy performing the pincer mincer on whoever it meets - what else can it do with those claws?

Military Droid: A Terminator endoskeleton wannabe sporting even more body armour, this guy will subject you to a catapult spin or cyber slash if you're not careful!

The Sentry: This classy Japanesey-mecha-looking character towers above you and all other robots. It's fast, powerful and has a mighty jet kick that will knock you senseless if you're not careful!

The Supervisor: May well be the T-1000's mighty morphin' sister! Slinky, but dangerous, her limbs shape shift into sharp appendages during attack and just when you think you've kicked her butt she'll liquefy, recharge her energy and reform again. Then she'll morph mid-leap into a hideous creature and give you a good whipping!

COMMENT

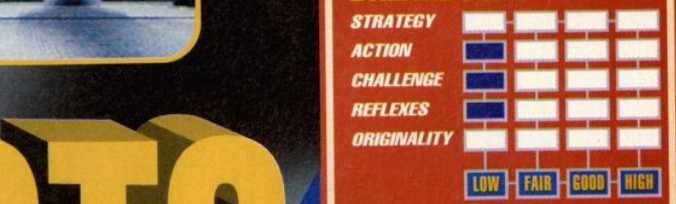
AMOS

Pre-release hype promised that this game would be the best beat 'em up ever and that there's nothing else like it ... which is true. It's crap! The response of your fighter is so bad that you're lucky if you pull off a special move at all, let alone at a critical moment! Blocking seem to have no effect, as huge chunks still get knocked off your energy bar regardless. The "specials" are so unimaginative (considering that the fighters are robots), you wonder why they even bothered with them in the first place! After a few hours the game remains joyless and boring. Despite the fighters' 3D rendering, they're hardly the standard of Donkey Kong Country's characters, nor is the animation as smooth or realistic. The backgrounds initially look great but you wish they weren't so static - they begin to look quite bland the further you progress. Even the two player game is dull and only being able to change player two's robot is just plain stupid. Simply use the cheat to let you play the Supervisor and do three of those "pouncing creature" morphs and player two is guaranteed victory! Oh yeah, you can't reconfigure which buttons you use for the different punches and kicks - bummer huh? All in all, a potentially good premise for a fighting game has been a wasted effort from lack of imagination and play testing.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN



LONG-TERM INTEREST

GRAPHICS

▲ Great robot designs ...
▼ ... But it's a pity you can't see them thanks to the reduced colour palette. Boring backgrounds.

61

SOUND

▼ Hardly any effort seems to have gone into the sound. The music is all garbled and the effects are really crap.

57

PLAYABILITY

▼ This is the worst fighting game ever! You may as well get a brain-damaged baboo to press the buttons for you - that's how much control you have over the game.

11

LASTABILITY

▼ Many hours can be spent showing your friends how bad this game really is!

18

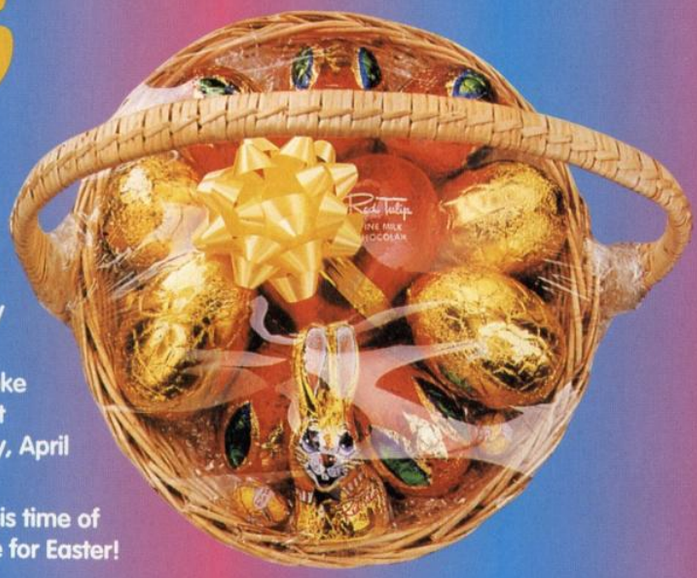
OVERALL

What a shame...
What a waste...
What an utter pile of $#*@!!!

13

COMPETITIONS

EGGCITING OR WHAT!



Hello, it's the Easter Bunny here and because you've all been good little brats ... erm ... children I've got together with those kind folks at Cadbury Red Tulip to bring ten of you some special Easter egg packs.

Okay now here's what you've got to do. Just send me your best Easter joke on the back of an envelope (with your name and street address) to me at Eggciting!, PO Box A305, Sydney South NSW 2000, by last mail on Friday, April 7 (and you'll have to be quick) to enter.

The ten that make me laugh the hardest (and I'm an irritable bunny at this time of year) will have a special Easter egg pack full of chocolate goodies in time for Easter!

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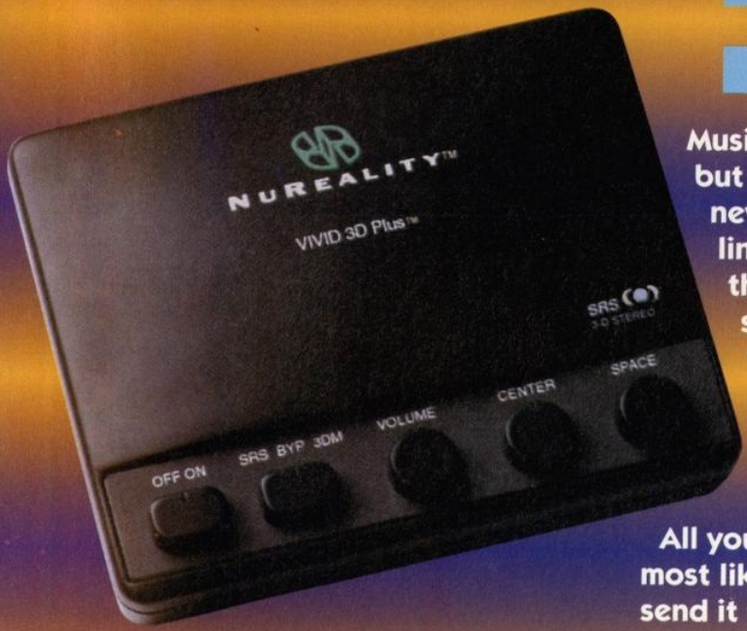
The promoter is Trielle Corporation, 363A Pitt Street, Sydney NSW 2000 (A.C.N. 003 550 392). Entry is open to all residents of Australia and New Zealand with the following exceptions. Officers, employees, their immediate families and pets of the promoter, its advertising, sales promotion agency and printers are not eligible to enter. Entries close at the end of the working day, Friday, April 7, 1995. The winners' names will be published in a future issue of Nintendo Magazine System. Prizes are not transferable, nor are they redeemable for cash. The judges' decision is final and no correspondence will be entered into. Information on how to enter forms part of these conditions of entry. The contest is game of skill, not chance, and as such, all entries will be judged on merit. © Nintendo Co., Ltd. All rights reserved.

SOUND OFF



Music has always come second place to graphics in video games, but now a company called NuReality has changed this with its new Vivid 3D sound enhancement system. The Vivid 3D sits in-line between your Super NES (or PC, or CD player, etc...) and the amplifier or mini speakers and turns the mono or stereo signal into full three dimensional sound, similar to the sound you get from a full surround sound system but without costing you 5,000 smackeroos in the process.

Thanks to Company 29, the local distributors of NuReality products, we have three Vivid 3D Plus units to give away. All you have to do is nominate the musician or group you would most like to write the music for the next Mario game and why and send it to Sound Off, PO Box A305, Sydney South NSW 2000 by Wednesday, April 26.

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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: DELPHINE SOFTWARE
- PRICE: $49.95
- RELEASE: OUT NOW
- GAME TYPE: BEAT 'EM UP
- CART SIZE: 16 MBIT

GAME FEATURES

- NO. OF PLAYERS: 1/2
- HEAD TO HEAD: Yes
- BATTERY BACKUP: No
- CONTINUES: 3
- OPTIONS: Yep

GAME INFO

- GAME ORIGIN: Basketball star watching Kung Fu too many times
- GAME DIFFICULTY: Tough
- SCORE TO BEAT: Beast
- ALTERNATIVES: MKII, SSFII, Ranma 1/2 and oodles more

GAME CONTROL

- CONTROL: Joypad
- RESPONSIVENESS: Okay

A — Power kick

B — Fast kick

X — Power punch

Y — Fast punch

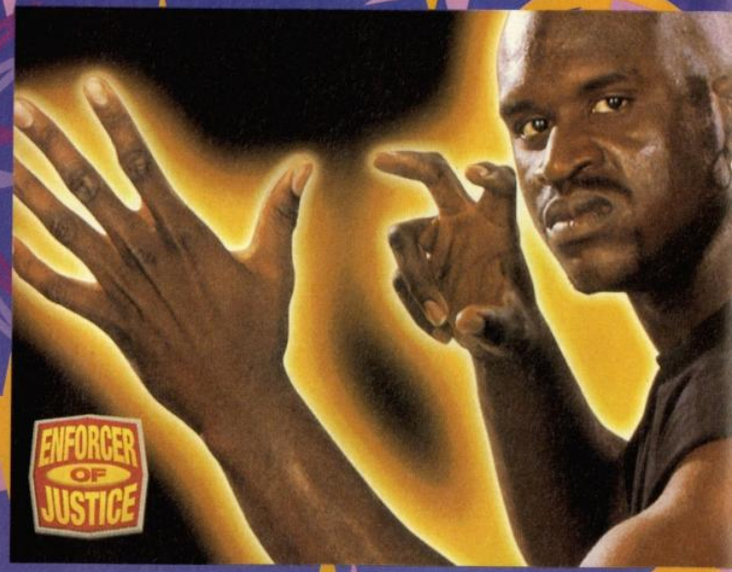
L/R — Left: force field
Right: Taunt

S — Start: Pause
Select: Nothing

GAME CREDITS

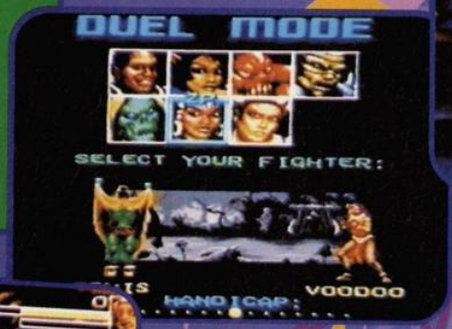
- DEVELOPED BY: OCEAN
- DISTRIBUTED BY: METRO
- MADE IN: JAPAN
- ARTWORK: ©DELPHINE SOFTWARE

Remember that ancient TV show *Kung Fu*? Y'know, the one with that old blind geezer who teaches his young bald disciple Grasshopper (!) on the zillion ways to beat the hell out of scungy undesirables in glorious slowmo? No? Not to worry, it has nothing to do with this game. Just as basketball players have nothing to do with a quest to save the world which happens to involve slugging it out with enemies from another dimension. Until now, that is.



SMOOTHER THAN A BABY'S BUTT

In their quest for the most fluid fighting action, the lads at Delphine (who also produced the amazingly animated Another World and Flashback) created characters rotoscoped from live actors - including the Shaqster himself! The resulting sprite animation apparently boasts twice the number of frames per move compared to SSF II - cor!



Hand over the boy, mummy
man, or I'll unwind you!
I am Sett Ra, you should
have never come this far
brat. I beat you, I am
the God, you will
suffer, HAVOK upon the human

THREESOME

There's three modes in which the game can be played: Duel, the bog standard one/two player slug out; Story, where you play Shaq and fight your way to Sett Ra in the second world in a quest-like manner; and Tournament, where up to eight competitors can fight it out in elimination rounds to become the champion!

SECOND WIND

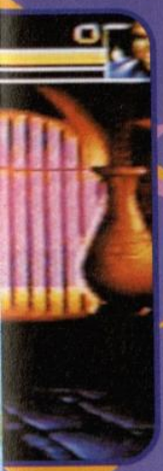
If you're getting royally trashed by an opponent, a second chance is given when your character goes off into a brief "fury" mode where he/she becomes stronger and meaner - just like being given an adrenalin shot to the heart. Other quirks include a shield against special attacks as well as taunt moves for when you're feeling a bit cheeky.

SHAQ-FU

BY DELPHINE SOFTWARE

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



DEAD 'ARD

Here's the obligatory rundown bit of who's who:

Shaq - Hardly needs an introduction, does he? Except that he founded the deadly art of Shaqido and can hurl a deadly whirly blade to strike down opponents.

Kaori - May well be related to Dominion's Cat Sisters, except she doesn't carry heavy artillery around. She does a rather nasty whirlwind attack though and she can lob bombs at enemies. No Uzis though.

Voodoo - This slinky babe can transform into a wolf for a quick bite, call upon an eagle to do her fighting as well as shake the ground with a slap of her hands. Freaky.

Rajah - His baggy pants hide a set of huuge swords which he can use to either throw at your sorry butt or strike the ground to create the nasty Sword Shock Wave!

Mephis - Could easily be an extra in the hilarious zombie-fest *Day Of The Dead*, but unlike those brainless gimps his control over electricity lets this green fellow throw vicious jaws of lightning at his enemies!

Beast - This abomination looks like some poor victim from the *Hellraiser* movies, being all red and erm ... skinned in appearance. Don't get too close to him or else you'll get a blast of his nasty flame breath!

Sett Ra - Having been entombed by the forces of good eons ago it's hardly surprising that this evil sorcerer is dressed in mummy gear, but watch out for his bandage attack as well as his bolts of lightning!

COMMENT

AMOS

Delphine have certainly succeeded in achieving smoothly animated fighters but unfortunately, this seems to be at the expense at the rest of the game! The graphics look flat when compared to the likes of SSF/MK II and the colours murky. The fighters are tiny, even when compared to those in, say, Samurai Spirits - and I thought they were small! Worst of all is the actual feel of the fighting: kicks and punches just don't flow together seamlessly as they should in a decent beat 'em up, so pulling off a quick combo is rather tricky. The somewhat sluggish response doesn't help either. Some characters are unable to kick or punch whilst jumping forward as they do fancy somersaults and the animation sequence must run its course before another one can replace it, so a lot of times when you merely want to jump a bit closer to your foe for a punch or kick you end up doing these massive spinning things in the air - very frustrating. A measly seven characters to choose from is pretty limiting these days too. Don't bother.

BREAKDOWN

LONG-TERM INTEREST

GRAPHICS

▲ Excellent sprite animation.
▼ Uninspiring backgrounds without much depth.

79

SOUND

▲ Decent FX...
▼ ...But a bit on the soft side. Unremarkable tunes.

83

PLAYABILITY

▼ Desperately needs some tweaking in this department! Big mistake in not supplying info on special moves.

60

LASTABILITY

▼ Nice to look at for a while
▼ With so much better stuff around this won't last a day!

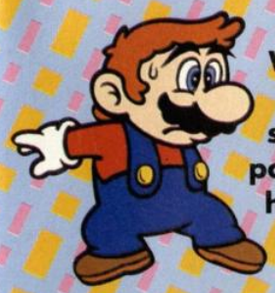
69

OVERALL

What a waste of all that animation!

67

Available from all good game stores
or DIRECT FROM NINTENDO MAZGAZINE SYSTEM



Well, since it's our second birthday and everything, we phoned up Mike Pelman, Nintendo Australia's Marketing Director so he could wish us a happy birthday. He didn't seem particularly willing to do that so we decided to ask him lots of tricky questions about what 1995 holds for N heads everywhere instead.

ninterrogation

Mike Pelman

NMS: Nintendo Australia have now been set up for over a year, how has that made a difference for Australian Nintendo players?
MP: This means we now have worldwide simultaneous new game release dates. Lower priced hardware and software; better after-sales service for example a seven day per week hotline with upgraded technology; and, of course, we can mock Sega-heads now we have reinstated the rightful crown to Nintendo.

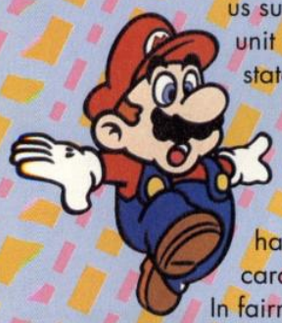
NMS: Does this now mean that we'll start to see concurrent releases in line with Nintendo overseas?
MP: Yes.

NMS: 1995 is shaping up to be a very exciting year for Nintendo with two new systems due to be launched. When is the Virtual Boy due for Australian release and what can you tell us about the unit itself and the games in development?
MP: Virtual Boy will be officially launched at E3 in Los Angeles in May and we will have a launch date, price and specs then. Our first hands-on experience of the unit at the CES in Las Vegas was excellent with the depth of 3D graphics being mind blowing. Six styles of games from flying to F1 racing to boxing were on show. It's a product you need to experience first hand to appreciate just how good it is. As with all hardware launches a very strong range of games including sport, action, adventure, puzzle, RPG and fighting will be made available as the year progresses.

NMS: Is the Ultra 64 still scheduled for Australian release this year?
MP: Ultra 64 is on-track for a 1995 release at this stage. With every update we see on the system, it just gets better and better - twice as powerful as any new technology our competitors are talking about and half the price!

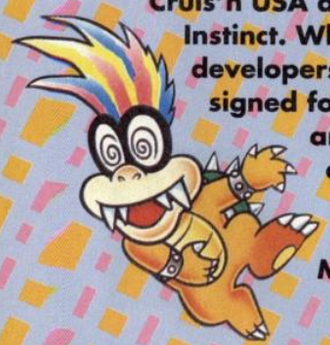
NMS: As usual Nintendo are playing their cards close to their chest, there are many rumours doing the rounds including that there will be plenty of add-ons available for the unit including CD-ROM and even pay TV. How much truth is there in these rumours?

MP: Ultra 64 will have the capacity of five 486 PCs working together! This power will let us supplement the unit with many state-of-the-art add-ons. As we get closer to launch day we will let you know ... until then we will have to keep those cards close to our chest. In fairness many of them are still in development and we do our testing in laboratories not gameplayers' lounge rooms.



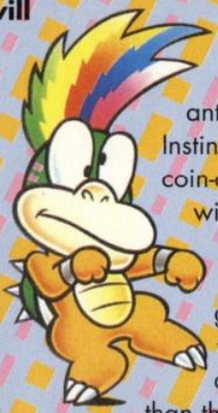
NMS: The only two games that we've seen in development for the Ultra 64 are Cruis'n USA and Killer Instinct. What other developers have been signed for the Ultra 64 and what games are in development for the unit?

MP: Spectrum Holobyte, GTE Interactive Media, Silicon Graphics, Rare, Multigen, Alias Research, Paradigm Simulation, Williams are all part of the ever growing so called "Dream Team" of Ultra 64 game publishers.



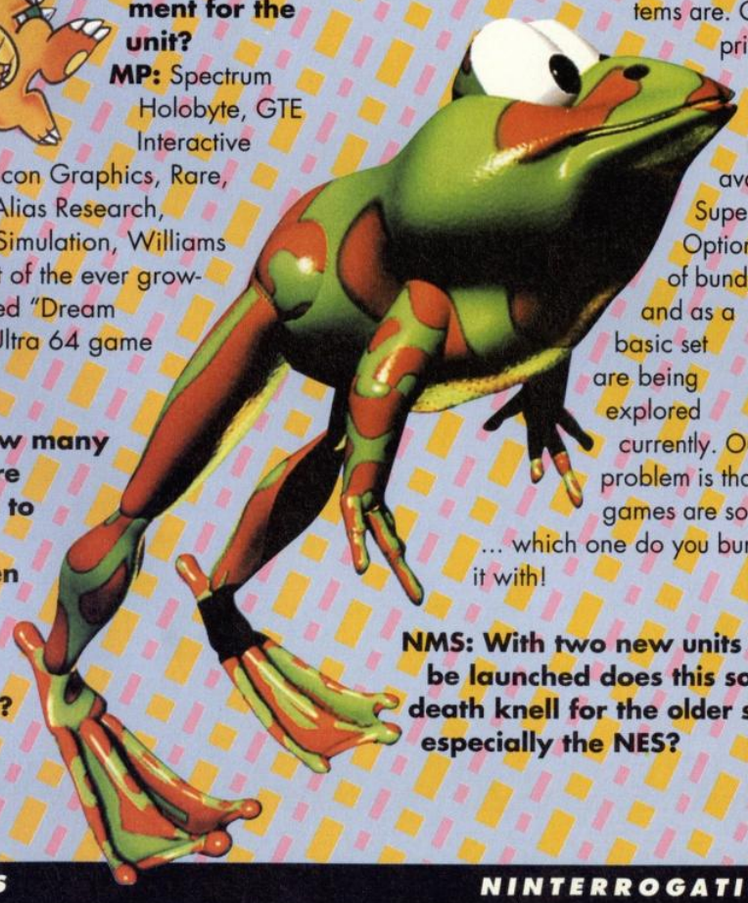
NMS: How many games are expected to be available when both systems are launched?

MP: Too early for exact figures but the strongest range of games in all categories from martial arts to RPGs will be guaranteed. Look at Killer Instinct breaking all coin-op records worldwide already and remember that most Ultra 64 games will be twelve months better off development-wise than this so graphics, effects, moves and sounds will be way ahead of anything in today's arcades when it hits our TV screens later this year.

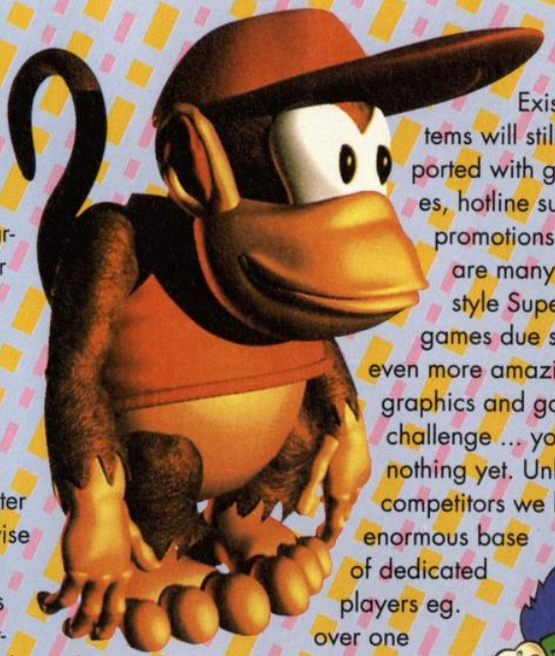


NMS: What sort of price can we expect to pay for the Virtual Boy, VB games, the Ultra 64 and its games? Can we expect to see the systems bundled with a game?

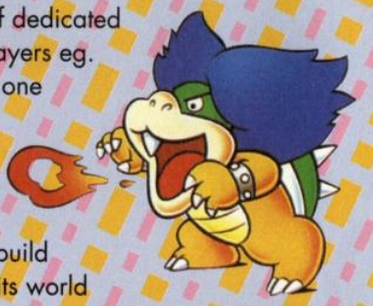
MP: Virtual Boy and Ultra 64 pricing will not be finalised for a few weeks yet. We will surprise gameplayers with how aggressive the shelf price is though, which is excellent news given how technically superior both systems are. Game prices will be close to that currently available on Super NES. Options of bundling and as a basic set are being explored currently. Our problem is that all games are so strong ... which one do you bundle it with!

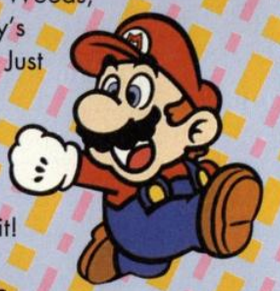


NMS: With two new units due to be launched does this sound the death knell for the older systems, especially the NES?



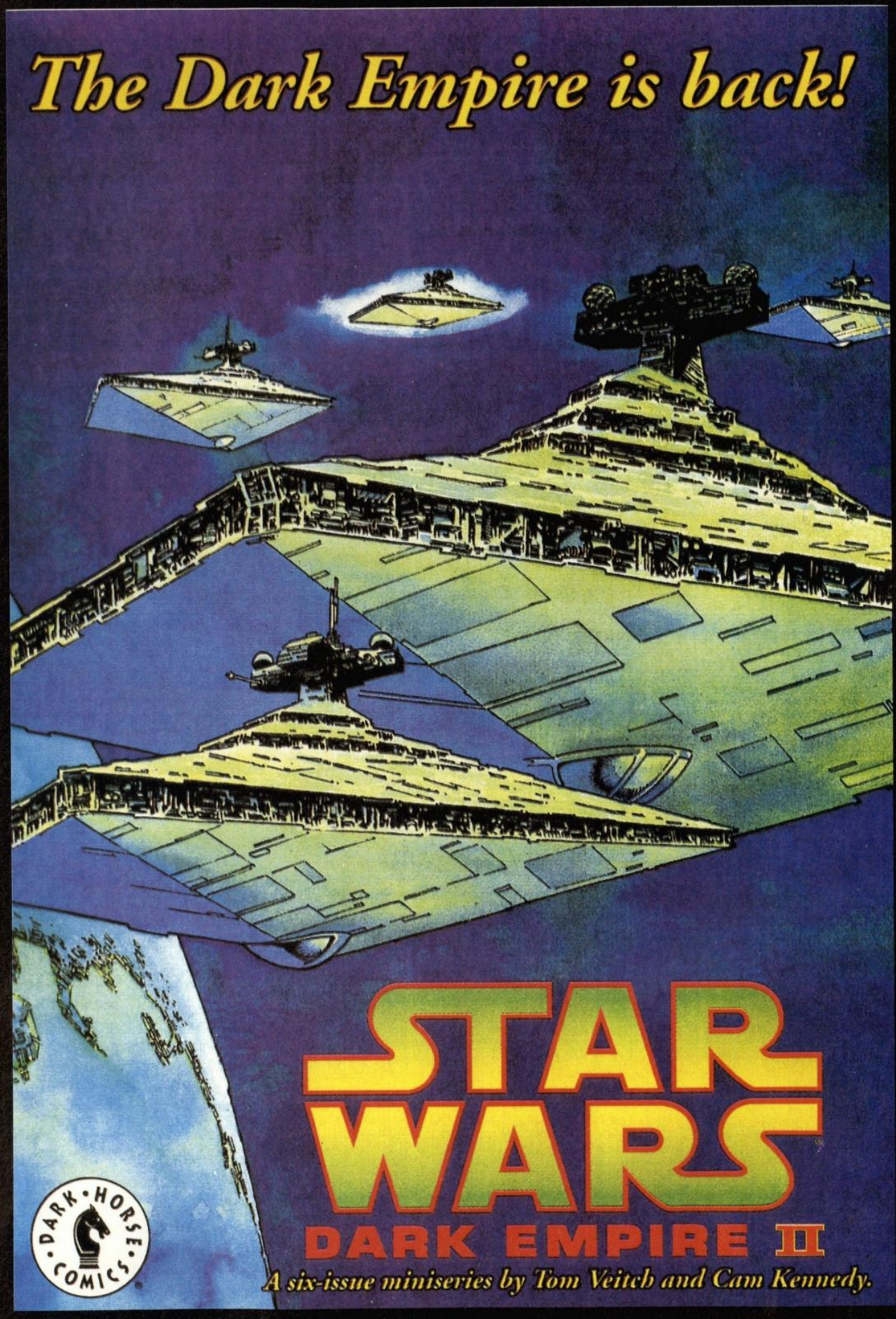
MP: Existing systems will still be supported with game releases, hotline support and promotions etc. There are many more DKC-style Super NES games due soon with even more amazing levels of graphics and game play challenge ... you ain't seen nothing yet. Unlike our competitors we have an enormous base of dedicated players eg. over one million NES, Super NES and Game Boy owners who helped build Nintendo to its world number one position. As 1994 was a record breaking year for us with new owners coming in, it makes great sense to continue supporting these people and helping them enjoy their new system. Look at NES with its recent redesign, new games like Wario's Woods, Pacman, Kirby's Adventure etc. Just because Ford introduce a new LTD limousine doesn't mean the Falcon will be stopped does it!





NMS: You've always said that you'll support the NES, so why are new NES games so damn hard to find? And will Nintendo be doing something to ease this situation?

MP: Over 250 NES titles have been released since 1987. Good wide selections are available it's just a question of asking around. We are fortunate in Australia to have so many stores.



TALES OF THE JEDI: DARK LORDS OF THE SITH
also available at your local newsagent!

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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC
- BY: ACCLAIM
- PRICE: $129.95
- RELEASE: OUT NOW
- GAME TYPE: PLATFORM
- CART SIZE: 16 MBIT

GAME FEATURES
- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Password access
- OPTIONS: Difficulty, controller config.

GAME INFO
- GAME ORIGIN: From the Marvel comics
- GAME DIFFICULTY: Medium
- SCORE TO BEAT: Reach second level boss
- ALTERNATIVES: Capcom's Wolverine game, The Jetsons, Megaman X

GAME CONTROL
- CONTROL: Joypad
- RESPONSIVENESS: Okay

A — Punch

B — Jump

X — Claw

Y — Kick

L/R — Left: Backhand
Right: Slash

S — Start: Pause
Select: Freeze

GAME CREDITS
- DEVELOPED BY: ACCLAIM
- DISTRIBUTED BY: METRO
- MADE IN: JAPAN
- ARTWORK: MARVEL

CLAW FINGER

By assigning players the use of every button on the joypad for control, Wolverine comes across as an especially versatile video game super hero. He uses his claws to maximum effect, employing two kinds of slash and is able to use his claws to climb vertical walls and monkey swing from ceilings. Where there is room to get a run up Wolverine performs a hard-hitting flying kick. In places where there is scarcely enough room to swing a small mammal this X Mutant can back fist enemies while scratching away at those in front of him.

COMMENT

SKULL

Look, I don't know what's wrong with Nick and Ben this month, but I thought this game was terrible! Sure, the graphics look good, but we've come to expect that these days, especially in games of 16 Mbit. The worst thing is that Wolverine can't change direction in mid-jump, which makes for slow and frustrating progress. In fact the whole game is very dull and there's nothing in it that you won't have seen in some other game. Mind you, I could be wrong in my judgment, after all I only played it for about five minutes. But that doesn't really say much for the quality of the game now, does it?

VERINE

ADAMANTIUM RAGE

COMMENT

NICK

They almost got it right this time - made a game from a big licence that doesn't stink, that is. The graphics of Wolverine are nice, both on the comic book-style scene intervals and the sprites actually resemble the characters they are supposed to be. The sound is pretty awful, though the effects are okay - Wolverine's famous claws make a nice slicing noise. I didn't appreciate the lack of long-range weapons, though and disposing of the enemies becomes tedious quickly as all the attacks have more or less the same result. Wolverine's mutant healing ability means you'll rarely lose a life unless you're careless, although the bosses can sap a lot of energy when they hit you. Fans of the X-Men comics should lap this up, although most others may find the going tedious and dull so you may want to get hold of the Capcom X-Men game instead.

COMMENT

BEN

Not being a big fan of comics, the prospect of reviewing a Wolverine game didn't exactly excite me. Although not quite the same as Spiderman & Venom, it does have some similarities. The wide range of moves and combos available to Wolverine add interest and reduces the repetitiveness of bashing hordes of enemies using the same move. I love the way you can go for a flying jump and land in a roll, and the way Wolverine climbs up walls and ceilings. Unfortunately, it doesn't end up as fun as it may sound. You have a set amount of baddies that need to be killed before progressing to the next level and the end of level bosses can become monotonous to fight. X-men devotees will enjoy this cart and it is worth considering, but I don't think it's a necessary addition to your collection.

EMPATHY TEST

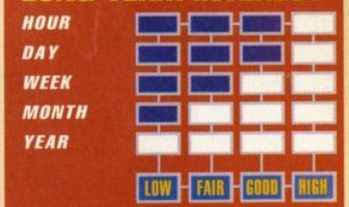
As Wolverine begins his investigations he finds he is confronted, not so unexpectedly, by vicious criminals. Naturally our razor-fisted hero is required to clear them out of the way, however to ensure his rage doesn't get out of control he deliberately limits himself to the amount of people he kills. Once this number is reached Wolverine may proceed to the next stage, without remorse and with a clear conscience.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

LONG-TERM INTEREST



GRAPHICS

▲ Largish sprites with a fair bit of detail to them.
▼ Slow animation and overly repeated backgrounds.

68

SOUND

▼ Nobody said you need talent to use a drum machine and sampler...

60

PLAYABILITY

▼ Slow, unresponsive, repetitive and unoriginal. Did we miss anything?

51

LASTABILITY

▼ Addictive and fun with two players.
But I'd rather play something else!

42

OVERALL

Wolvie looks great but unfortunately the rest of the game isn't. X-Men fans may be able to look past the flaws, but this game is only worth renting.

48

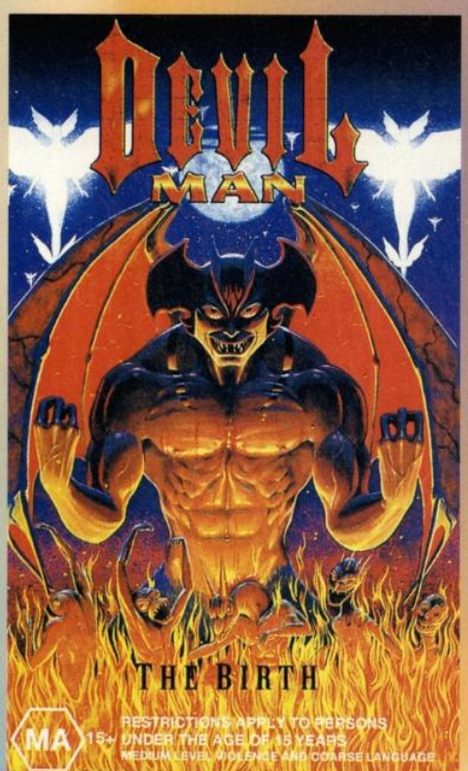
AMOS' anime AHOY

Once again it's another bloodbath of anime violence! To deal with it, my room is now lined with plastic and I've even installed a drain for the stuff to flow out! Here's hoping that some fun stuff like the Ranma 1/2 OAVs or the Urusei Yatsura (Lum) movies get released over here for a change!

GENOCYBER PART 1

Rating: TBA
RRP: $19.95
Distributor: Manga Video
(03) 826 6911

The techno-babble that passes for dialogue in this makes as much sense as the last few minutes of Akira! Basically this follows the exploits of mad scientist Dr Kenneth in his dream of creating the ultimate bio-weapon with awesome psychic powers. Typically, a test subject escapes and various agents (working for different people) are sent out to find her as she is a key to the creation of this ultimate weapon. Okay, you've heard it all before but Genocyber was still enjoyable; the scene where some hapless guy wakes up to find his body opened up like a biological test animal gave me a chuckle or two. Not to mention other poor sods that literally get torn apart by enemies ... or themselves! Yes, it's gory with a big capital G and if you thought the cyborg/bio monsters from Battle Angel Alita or The Guyver were nasty, they look like Lisa Simpson compared to the ones in this! There's an interesting (if not always successful) blend of computer graphics, photography and modelling (check out the brain bugs!) mixed into the excellent animation and design, and the voice acting is surprisingly good. The feature climaxes with a satisfying level of carnage - just don't expect it to make much sense!


DEVIL MAN
THE BIRTH
MA 15+
RESTRICTIONS APPLY TO PERSONS UNDER THE AGE OF 15 YEARS
MEDIUM LEVEL VIOLENCE AND COARSE LANGUAGE

THE GUYVER DATA FILES 3&4

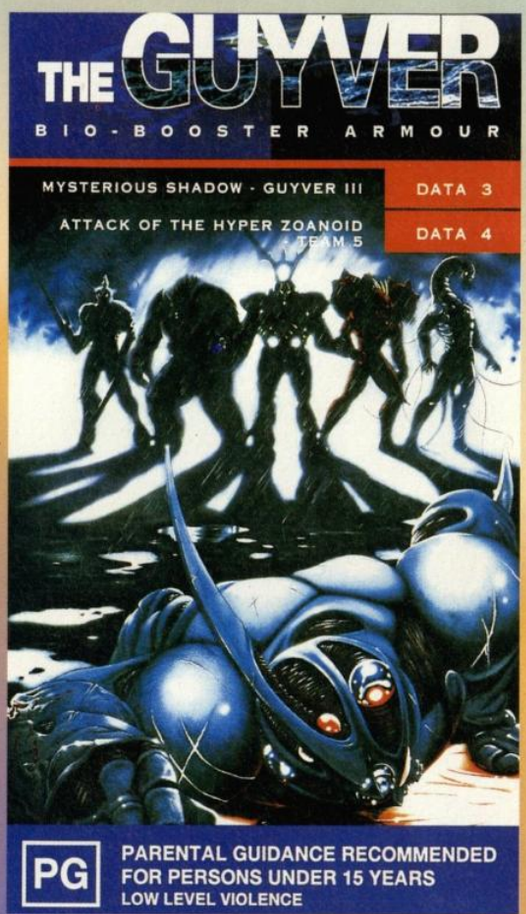
Rating: M
RRP: $24.95
Distributor: Manga Video
(03) 826 6911

If you were put off by the dodgy voice acting of previous episodes then don't bother with this. However, if you want to see more butch monsters lumber around only to get dismembered by our hero or the mysterious Guyver 3, which makes its first appearance in these episodes, then be my guest.

DEVILMAN: THE BIRTH

Rating: M
RRP: $19.95
Distributor: Manga Video
(03) 826 6911

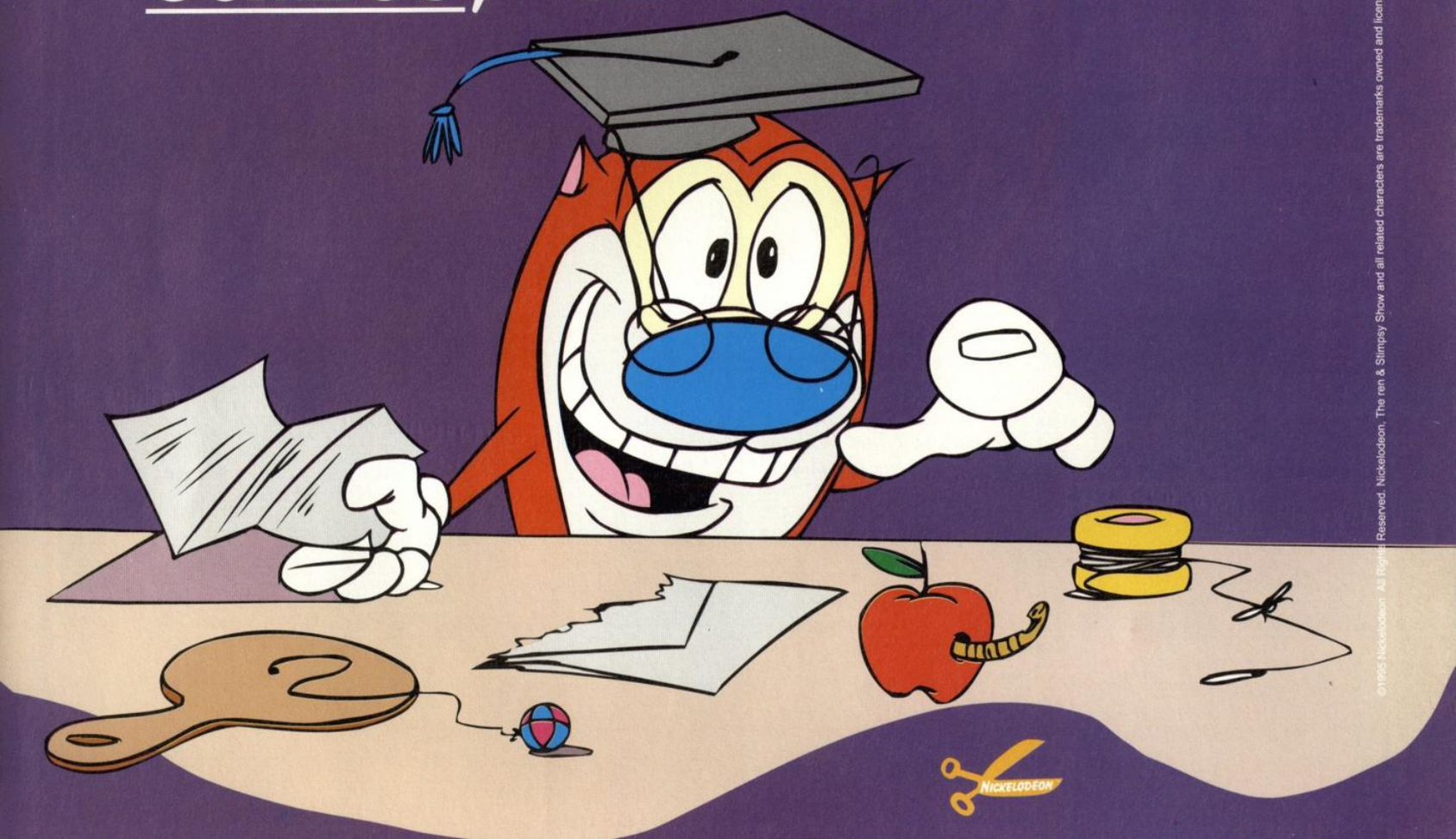
Go Nagai is a legend. Waaay back in the 70s he created Mazinger Z, the first "drivable" giant robot to appear in manga and anime. Then came (among other giant robot creations) UFO Robo Grandizer and Getta Robo. The latter was the first transforming robot ever, and it can be thought of as the ancestor for the likes of Voltron, Gundam and even the Mega Zord from the Power Rangers! The chap also did other ground-breaking stuff like a kinky high school romp unsurprisingly titled Shameless High School (Harenchi Gakuen) and Devilman, which pushed the content of sex and violence in manga at the time.



However this Devilman anime is a new series. Teen schoolboy Akira gets a rude awakening as he discovers that demons exist and that humans are doomed! With the help of his intense school pal Ryo, he's prepared to fight them at any cost, even if it means becoming a demon himself! Like a lot of anime released over here there's heaps of gore, demons that burst out of victims' bodies and masses of tentacles! But some of the comical looking monsters combined with the simpler stylised character design make Devilman a bit lighter in feel than say, Wicked City. Maybe I've just overloaded on demons 'n' carnage as this didn't grab me as much as I hoped it would; the voice acting didn't help either. Hire it if you can, it's worth a look, but once is enough!

Dear Dr. Stupid,
I was a chihuahua in a past life. Which comic should I buy every month?
Worried
Sydney, Australia

Dear Worried,
The Ren & Stimpy Show comics, of course.



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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: MINDSCAPE
- PRICE: $49.95
- RELEASE: OUT NOW
- GAME TYPE: ACTION (HAH!)
- CART SIZE: 8 MBIT

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Password
- OPTIONS: Nope

GAME INFO

- GAME ORIGIN: Remember Mad Max? The Americans called it Outlander, and this is the game
- GAME DIFFICULTY: Annoying
- SCORE TO BEAT: Why bother?
- ALTERNATIVES: Almost any game's more fun than this!

GAME CONTROL

- CONTROL: Joypad
- RESPONSIVENESS: Hideous!

A — Missiles/punch

B — Machine guns

X — Brake/fire shotgun

Y — Acceleration/ nitro/jump

L/R — Left: Side shotgun
Right: Side shotgun

S — Start: Map/pause
Select: Nothing

GAME CREDITS

- DEVELOPED BY: MINDSCAPE
- DISTRIBUTED BY: METRO
- MADE IN: USA
- ARTWORK: ©MINDSCAPE INC.

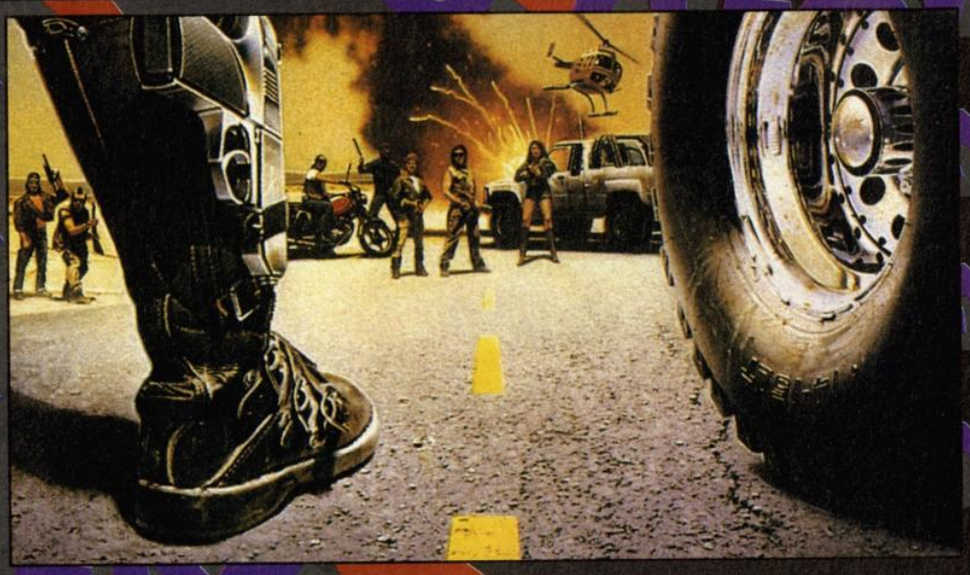
Ah, nothing like ramming some poor gimp and his motorbike off the road with your unfeasibly ginormous car while wearing tight leather pants! This game is apparently based on the *Mad Max* movies, but why you have to rescue a scientist called Dr Beaumont from a crazed biker and his gang is beyond me - I don't remember that! Worse still, the brainy chap is important not because he discovers a new energy supply to power those awesome vehicles, but because he has a way to make pure water. How lame!

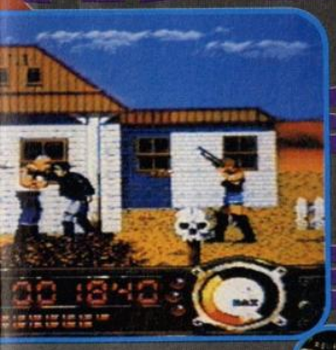
OUTL

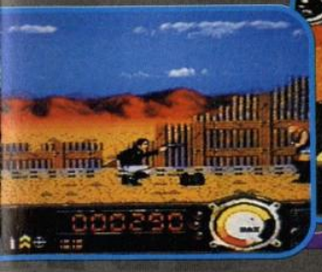
ROUTE 666

Half of the game is spent cruising the wasteland highways but, unlike the annual road trip with your parents, hoards of smelly leather-clad bikers throw Molotov cocktails (or worse) at you at every turn! Fortunately, you have several ways to rid yourself of them. You can either ram them off the road or perforate them with your front mounted machine guns. Better still, use your trusty shotgun on the suckers as they pass by; a window will appear on the bottom left or right and you'll see them edging into view in front of your gun. Don't wait too long as you'll be attacked! Death by shotgun is preferable as any car contact reduces your energy meter. Staying on the road is recommended, too! When the helicopters and trucks start appearing, use your handy heat seeking missiles to finish them off quickly and cleanly.

LANDER™







ROADKILL

It's a long way to the 7-11 and fuel, ammo and health supplies deplete rapidly. When the need to scavenge for these arises, simply stop the car on the roadside and the game switches to a dodgy side-on platformer where you hobble along getting attacked by babes with guns, fat oafs and chain-wielding bikers. You've got your shotgun with you, so put it to good use! When out of ammo, a few punches does the job, but watch out for land mines. Towns hold more goodies as well as extra stuff like body armour that can't be found by the roadside. Most of these desirables are hidden in boxes or barrels so make sure you bust everything open along the way. Approaching a town is indicated by your car's lights flashing and a beeping sound - not to be confused with your "I'm about to die!" warning sound!

COMMENT

AMOS

Why buy a crap driving game and a crap platformer when you can enjoy the two at once with this! Ogle at the very, very sad graphics and the lame attempt at creating the 3D (hah!) driving sections. Gasp at the lack of moves the Maxter has and shocking animation. Grumble as you discover how lousy the response is when you try to merely steer your vehicle. And that's just the start! Yes, the game's set in a desert, but surely more effort could've been made to give the backgrounds and enemies more variety. Every time I pulled over for supplies, the same mouldy bunch of misfits appeared trying to take my life, and the scenery looked strangely identical to the last spot as well. Towns thankfully give a change of view but gee, someone must be busy cloning those bikers by the truckload! The music is so devoid of atmosphere you wonder why they bothered; substituting it with some beefy engine revving and explosions would've pepped up the vibe, though not by much! The gameplay is monotonous and it certainly won't take long you to figure out how tragic this cart is, so steer well clear.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE	■	■	■	
REFLEXES	■	■		
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■			
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS

▲ Good use of the side mirror view when you shotgun bikers!
▼ Overall blandness, ugly sprites, horrid animation.

40

SOUND

▼ Unremarkable effects and forgettable tunes.

39

PLAYABILITY

▼ What playability? Minimum satisfaction despite on road carnage and high frustration.

30

LASTABILITY

▼ A nanosecond's worth of play is too long!

28

OVERALL

A nice idea, but little effort seems to have been put into making it work. I'd feel very sorry for any poor sucker who got this, even as a gift!

30

MAIL BAG

You know, an odd thing can happen when you collect your thoughts, grab a pen and put it to paper. This means that some people get interesting letters. Unfortunately I don't seem to be among them. However if you manage to connect brain, pen and paper then send it to Mailbag, PO Box A305, Sydney South NSW 2000.

DEAR LARD BOY

First of all please print my picture. Second of all, like every other writer I'm going to suck up ... NOT! But could you send my friend a few comics his address is 21 Springfield Way, Dubbo NSW. Thirdly my friend's friend loves you and wants to be the one to shove jelly and octopus sandwiches down past your quadruple chin. A complaint, how can you give a brilliant game like MKII only 92% and you gave a less enjoyable game, namely SSFII 93%, I mean MKII is three times better than SSFII. MKII deserves 99%. But anyway, bye.

Shao Khan
The Outworld

P.S. Don't worry about Shang Tsung he's only a weak pathetic mortal.
P.P.S. You will die mortal.

Friend? Friend??!! Where did you find one of those???!!!!

DEAR FAT BOY

Please print my sister's picture and encourage a young MKII fighter.

Hugh Waters
Casterton

P.S. She is only 7 and she is called Phoebe.

Here goes...

Hugh's sister Phoebe tore herself away from MKII for long enough to produce this.

HELLO FAT BOY

My wife is a big fan of Tetris, she has a copy for her Game Boy. We now have a NES. We have tried the stores but no luck, maybe someone out there may wish to sell a copy to us.

Many thanks

Russell
Liverpool, NSW

Personally I figure that Mrs Russell could worse than to pick up a copy a copy of Wario's Woods for the NES which is available now. It's basically Tetris with Toad.

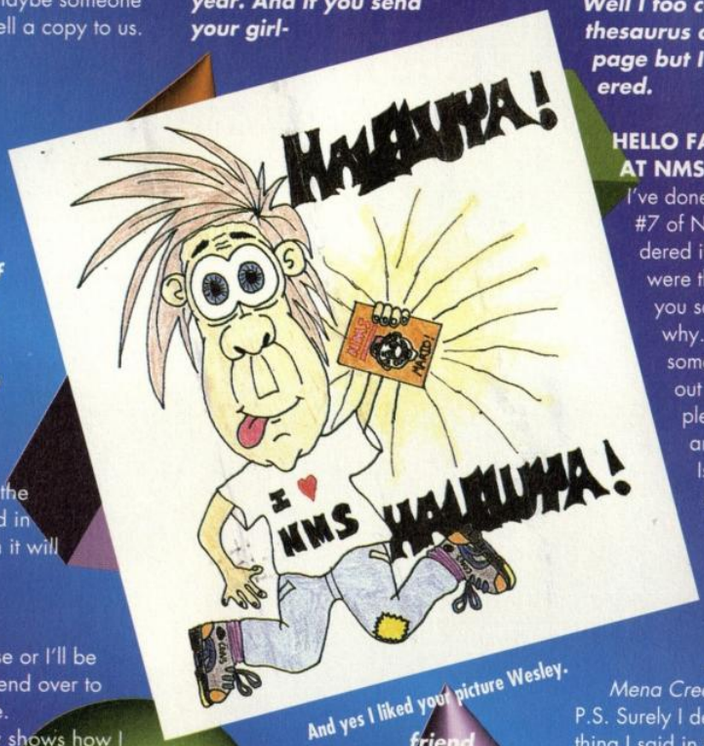
DEAR FAT BOY

I wanted to know when the Ultra 64 will be released in Australia and how much it will cost?

Wesley Kuchler
Allora, Qld

P.S. Print this letter please or I'll be forced to send my girlfriend over to headbutt you in the nose.
P.P.S. The picture I drew shows how I feel when I walk into the newsagents and see the heavenly NMS cover, a magazine jam packed with information, good humour and good times.
P.P.P.S. Yesterday, I took my NMS fishing (the best of friends). Well ... actually ... to my friend's house to look at it.

The price and release date for the Ultra 64 has not been set yet, however we should see it released pre-Christmas this year. And if you send your girl-



And yes I liked your picture Wesley. friend around I'll just have to get Mary to headbutt her right back.

DEAR FAT BOY

Prepareth to witness a triumph of literary skill and wit! Rapture in the glory of this epistle and be humble in the knowledge that thy comparatively piffling and puny prose can never hopeth to achieve the miraculous standard of mine own.

The essence of mine letter is this: Why on earth hast thy magazine succumbed to the inferior phrase 'Sega Sux'? I being certain of thy slightly higher literary potential will endeavour to provide you with some more substantial terms or expression, in my infinite wisdom. The advised sentence is as follows:

The deplorable, loathsome, vile, atrociously incompetent, repugnent, chronically inferior, terminally insidious, nauseatingly heinous, scandalously noisome Sega, being hopelessly transcended by the wonderful, spectacularly skilful, amazingly exceptional, exceptionally remarkable, marvellously excellent, surpassingly brilliant Nintendo, should retire in abject humility after publicly admitting defeat in the face of their superiors.

There you go. And now, all good things having to come to an end, my immensely profound letter must terminate; my pearls have all been cast (you swine). All good things must come to an end. By the same token I suppose NMS will go on forever...

But I digress. Farewell for now, you inconsequential pieces of rabble drifting around on the Earth's surface...

From an extremely talented but also extremely wimpy genius who will not leave her name.

P.S. Try thinking up a reply for that.

Well I too could just open up my thesaurus at the applicable page but I really can't be bothered.

HELLO FAT BOYS AND GIRLS AT NMS

I've done a bit of research. In ish #7 of NMS some Nigel wondered if Starwing and Starfox were the same game. When you said yep, you explained why. Well, anyway I did some research, and I found out that Star Fox was a completely different game on an old Amstrad machine. Is that why the name was changed or was there another reason? Also a wise man once said SFII was coming out on the NES. Yeh, well, it didn't did it?

Devoted N-Head
Mena Creek, Qld

P.S. Surely I deserve a prize for something I said in that letter surely!
P.P.S. Ben is my hero. Don't give Ben crap games to review give him good ones.
P.P.P.S. Give Amos the sack. He is a *?!#. Employ someone that knows how to play Nintendo games like me maybe.

As a trainspotting Amstrad fan you deserve no prize, however for reasons best known to the distributors in each territory Starwing is actually known as Starfox in some parts of the world. Don't ask us why, it just is. Now, Ben might be your hero, but he gets just as many crap games as the rest of our reviewers. And Amos is still employed ... as the office punching bag and star of the last issue's dartboard.

DEAR FAT BOY

This magazine is crap. You make thousands of spelling mistakes, you leave out words and you hardley put in NES reviews, and who the hell is Skull, you don't have its real name. So, if you

don't tell us we will sell our Nintendo and buy a Sega.
Ten Tonne Tessie and The Cape Toad
P.S. Amos Wong is our hero.
P.P.S. I bet you're to scared to print this letter.
P.P.P.S. Vommit.
P.P.P.P.S. Sonic the Hedgehog rules.
P.P.P.P.P.S. Mario Sux.
P.P.P.P.P.P.S. I shall write back.

Considering the standard of your letter I'm surprised that you'd know a spelling mistake if it leapt up and bit you on the nose.

DEAR FLUBBERGUTS
Please print this, for I am in desperate need of some answers. The other day I was looking through the Super NES section of a video library, when I saw a gold packet with "Street Fighter III - Super Version" on the spine. I began to shiver. I had no idea they would bring SFIII out on the home systems so early - I hadn't even seen it in the arcades! But as I picked up the box and looked closer, it looked identical to the original SFII, even the cover picture was the same. I forgot to check whether it was licensed by Nintendo or not, but I don't think it was by Capcom. All I knew is that this was certainly not Street Fighter III. Is this a pirate copy or something that never was? Please help me.
Also, I saw the Street Fighter movie today, and as I was looking back on my old issues of NMS, I noticed something about the movie in the news section of issue 7. Who is this Miki Mizumo and where's Ming-Na Wen? (Hubba Hubba.)
Peter Jenkins
Pearcedale, Vic

Once you stop frothing at the mouth at the thought of Ming-Wa Nen, the version you saw of SFIII is indeed a pirated copy. Touching it will make you go blind.

DEAR FAT BOY
Last issue you said you didn't have a poster of Pamela Anderson, well now you do.
Stephen Scoglio
Wyndham Vale, Vic

Thanks.

DEAR FAT BOY
Um, um,
um, um and ar
and er, er, un, e, a, un, oh
I forgot what I was going to say, Bye.
Ursta and Jimmy
1 Garbage Bin
McDonalds, Penrith
P.S. I remember what I was going to say now, which do you prefer KFC or McDonalds or a date with Pamela Anderson?

I can see absolutely no reason why a date with Pamela Anderson cannot be combined with a visit to KFC, McDonalds AND Pizza Hut.

TO FAT BOY
Congratulations on a great magazine, with the Nintendo news that kicks arse and gives news on comics and cards etc. as well.
To Tom Goulter (NMS #22) you are absolutely right in every point. Especially when you pointed out, as I have before, that video game characters are just that, characters, and anyone obsesses over Chun Li or Cammy must get out more!!
Yeah, I'm the guy who wrote in about Nighttrap and now I realise that media hype is bull*#@! Something struck me. Adults who watch all this crap believe it, and as soon as we get these bloody current affairs shows to stop broadcasting this crap the sooner adults will realise video game violence in no big problem - and support for over paid politicians, minds stuck on spoiling kid's fun - and maybe video game violence will be hopefully ignored.
By the way, what do you rate as the top ten hardest games to finish? Although I admit that I am not too great at video games but many people can breeze through most games and are after a good challenge.
Baden Myers
Kingswood NSW
P.S. I think it's a pity 'Ogre' started to love himself as his letter in #11 of NMS was bloody great, but now he thinks we buy this magazine 'cause of him, stupid fool. By the way, good on ya' Amos, you're right, games not companies is what counts!

Challenge is often in the eyes (and thumbs) of the beholder. Many people wrote in to say that they got through DKC in a week or so but how many of them finished with 101%? And sure there are many games that can be played and finished in different ways, so why don't you back and have another look at some of the games you've finished?

And a happy birthday to us and everything! And a big thanks to Nat Young of Watsonia of Victoria for his celebratory pic.

DEAR SIR
I am writing on behalf of my 10 year old son Ryan to ask why New Zealand is so far behind Australia when it comes to Super NES? The only shop that sells the games for it in our area is K-Mart and they have on average three to four at a time to choose from!! Is it possible to order games from Australia and if so how do we go about it?
We love the quality of the Super NES but find it hard to accept such a limited range of games and accessories available here. Have you any ideas? Is there a New Zealand agent somewhere to order a catalogue from? We would appreciate hearing from you as soon as possible!
Many thanks
Bronuen Walker
Tauranga, New Zealand

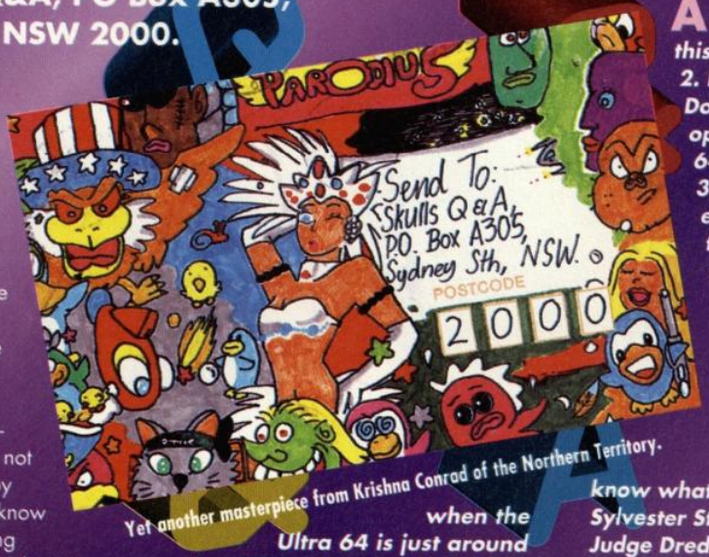
Okay, as any New Zealand dwelling, Nintendo loving person knows, New Zealand is in the dark as far as Nintendo games and hardware is concerned. However some Metro Games and most Sony games are distributed there.
Two New Zealand mail order firms have been recommended by our NZ contacts. These are Micro World, 127 Symonds St, Auckland, phone (09) 357 0984; and Power Play, 6 Devon St West, New Plymouth, phone (06) 758 7719.
Now, because there are still some games that are unavailable in NZ there are many Australian mail order companies that handle orders from New Zealand. Try Sprint Electronics, PO Box 2393, Richmond Vic 3121, phone (61 3) 427 9996; Hi Tech World, 94A Roe St, Northbridge WA 6003, phone (61 9) 227 9991; Arcade Power, 4/401 Pacific Hwy, Artarmon NSW 2064, phone (61 2) 906 7960; Capitol Games Centre, Shop 2, 54 McCrae St, Dandenong Vic 3175, phone (61 3) 794 0900; and Video Games Heaven, 3/670 Mountain Hwy, Bayswater Vic 3153, phone (61 3) 738 0509.

DEAR FAT BOY
Well blow me down with a feather duster! Some of you guys and gals do actually watch Red Dwarf! And I thought you were a pack of wet ponces that snuck out of bed at 4.30 in the afternoon to watch Gumby! Anyway it's just nice to see other people appreciating good British comedy.
On a different note (a D minor probably) thanks for printing my letter and picture. Can I just say something to Skull? OK Skull, sorry for asking about back issues. I had just sent the letter and I saw it in an earlier issue.
All right then, down to the really important questions. Is Julie Wall really a babe? Is Fat Boy really fat? Enough already!! I must really go now, my hand writing is getting a bit messy.
P.S. I'm going to be different and use N.B. instead or P.S.
N.B. This is KKK23011 FM and we're sending a BIG CHEERIO out to Michael, Rod, Mary, Andrew, Skull, Jane, Paul, Amos, Andy, Nick, Ben, Michael, Aaron, Baragoon, Kuen, Gary, Gary, Geoff, Derek, Zaphod, Karen, Neville, Kerry and Julie!
N.N.B. When I last wrote to you, you wrote next to my picture "herself" now, although it doesn't sound like it, I AM A BOY! It's just my parents gave me a crappy name.
N.N.N.B. In future I will write "Eric" at the end of the letter so you will remember.
N.N.N.N.B. To Skull again - Why? Because I'm not your smeg and wine, a very nice person!
Eric Baker
formerly Erin Baker Beechworth, Vic

Eric ... Erin ... whatever. Enough with these stupid questions.

Q and... A

It must be that Q&A sorta time again. Here we are and I've been instructed that Monsieur Skull will deign to answer your questions once he has finished convening the latest meeting of his DSV Anonymous meeting. In the meantime send your questions to Q&A, PO Box A305, Sydney South NSW 2000.



Yet another masterpiece from Krishna Conrad of the Northern Territory.

Q 1. Why isn't Nintendo releasing an add-on CD ROM drive for the Super NES?
2. If the Super NES is the only console with a Mode 7 chip, how come Mickey Mania on the Mega Drive has a stage which looks awfully like Mode 7?
3. Do you think that software companies should not be allowed to sell crappy games? Many people I know fell into the trap of buying games like Virtual Bart and Home Alone. These games are such ripoffs, they cost almost as much as brilliant games such as Donkey Kong Country and Earthworm Jim. Something must be done, what do you think?
4. When the Ultra 64 comes out, will it require the Super NES to work, or will it be a single machine?
— Wayne Wilson, Devonport, Tas.

A ***Skull: 1. Although Nintendo designed a prototype CD ROM for the Super NES, there has never been any indication from the Big N that such a device would ever be released. Rumours that a CD upgrade was on the way have been going around since the Super NES was first released, but personally I can't see Nintendo sticking its neck out to upgrade its 16 bit machine when the Ultra 64 is just around the corner. Sega made the mistake of rushing in to jump on the CD band wagon, with the ill-fated Mega CD as the result, and they're still trying to prop up their old 16 bit technology with that sad 32-X - what a joke!***
2. Mode 7 isn't a chip, it's a graphics routine built into the Super NES. The Mega Drive can achieve similar effects, but nothing like the Super NES can, which is why you won't see games like Mario Kart or Pilot Wings on it.
3. Damn straight! A lot of developers seem to think they can get away with hoisting any old crap on the consumers, especially if it has a big licensed name on it. What can be done about it? Well, there's always going to be suckers that'll buy that crap and keep the dodgy companies in business, so my advice is don't be a sucker. Rent games before you buy them, and read NMS! The developers of such games should be lined up and shot.
4. It will be a single unit.

Q 1. When will Street Fighter III be on the Super NES?
2. Is Doom going to be on the Super NES?
3. Can you do a preview on the Judge Dredd movie? (Like you did for the Street Fighter movie.)
4. When will Sim City 2000 be on the Super NES?
5. Will NBA Jam be on the Super NES? If so tell me when.
6. Could you put in a poster of Judge Dredd? Pretty pretty pretty please?
— Jonathan Campos, Clayton South, Vic

A ***Skull: 1. Sometime this year.***
2. No, but an all new Doom is under development for the Ultra 64.
3. I'd love to, but that editor doesn't want to. Obviously Mary doesn't know what's good for her. She came up with some feeble excuse about not having access to enough information. Anyway, I know what's going on. Sylvester Stallone will play Judge Dredd and in many scenes he has his helmet off - so it's not really Judge Dredd movie, it's another Sylvester Stallone flick. Very sad, as any 2000AD reader will agree. It will probably be out at the end of the year in America, and be screened in Australia sometime after. Acclaim have the licence to make the video game of the movie and expect to see it around the same time.
4. It will be out in Japan sometime around July or August and is should be released in America by the end of the year.

No announcement of a Pal version has yet been made, but considering the popularity of the PC version they'd be stupid not to.
5. NBA Jam on the Super NES? You've got to be kidding!
6. Hmmm... I'm working on it.

Q Skull! You said that the old Donkey Kong decided to come good (in DKC) but in the instruction booklet it said that the old monkey is the old Donkey Kong and the new one is his son! Please explain. If you don't print this letter I shall take you as being a coward.
— Bruce Tannock, Battery Hill, Qld.

A ***Skull: You stupid moron.***

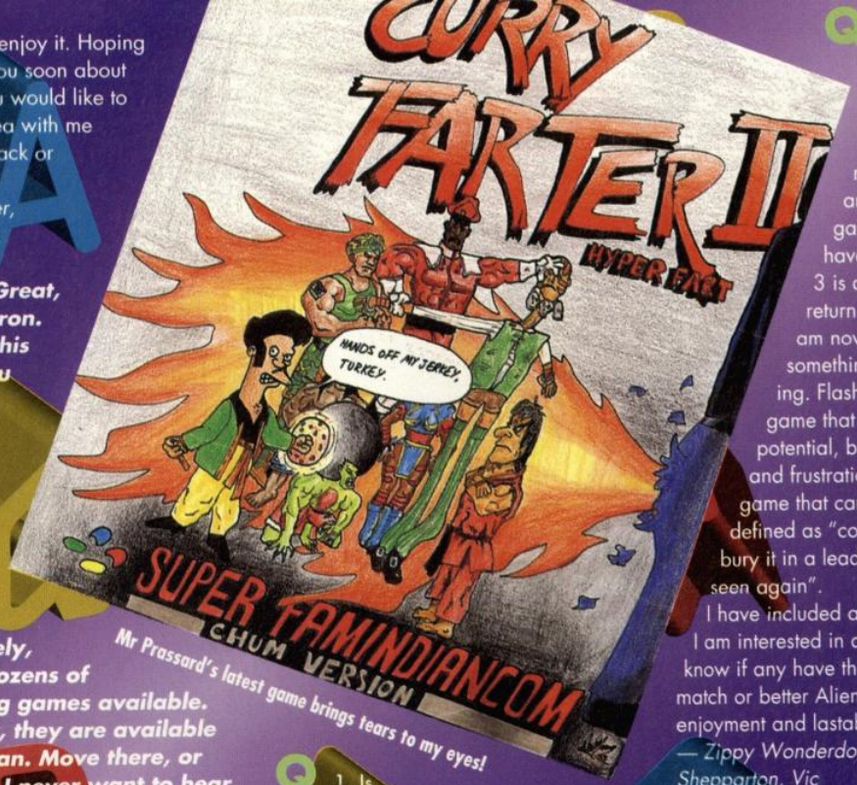
Q What is your favourite fatality in Mortal Kombat II?
— Brett Haines, Cairns, Qld

A ***Skull: Hmmm... Tough choice. I like Lui Kang's dragon morph, and Kung Lao's hat slice is very stylish but, then again, so is Reptile's munch out. I can't decide, I like them all!***

Q I would like to suggest some ideas for a horse racing or greyhound racing game on the Super NES. It would be like the real thing with people placing bets with the TAB or bookmakers at different odds. Of course we all know that we wouldn't be playing with real money. It could have all the horse racing tracks in the world, different types of horses, different jockeys and a lot of prize money involved. I just think that this would be a great game and a lot of

people would enjoy it. Hoping to hear from you soon about my idea. If you would like to discuss this idea with me please write back or phone.
— Lee Webster, Brisbane, Qld.

A ***Skull: Great, another moron. Let me get this straight, you bought a Super NES and you want to play horse racing games on it? Sad. Unfortunately, there are dozens of horse racing games available. Fortunately, they are available only in Japan. Move there, or something. I never want to hear from you again.***



Mr Prassard's latest game brings tears to my eyes!

Q 1. Will the Street Fighter movie be any good?
2. When will the anime version of Street Fighter II be shown in Australia?
3. What are your four favourite anime films?
4. What are your four favourite manga comics?
5. Who are your four favourite Nintendo characters?
— Hayato Takasaka, Doncaster East, Vic

Wow, a horse racing game. How terribly exciting.

A ***Skull: 1. You mean the one with Van Damme in it, right? You obviously hadn't seen it when you wrote this letter. Er, it's crap. (And I'm being very restrained here.)***
2. It probably won't, at least not in cinemas. It's out on video and laser disc in Japan, though I haven't heard of a dubbed or subtitled version coming out yet, but it probably will eventually.
3. Why four? My two favourites are Fist Of The North Star and Akira.
4. The Akira manga is excellent as it gets into much more depth than the film does and continues on after the destruction of Neo Tokyo. It's my favourite because it's about the only one I've read. Oh yeah, I like Area 88, too.
5. The dudes in Smash TV, Link (he's such a brave little chap!) and Bowser.

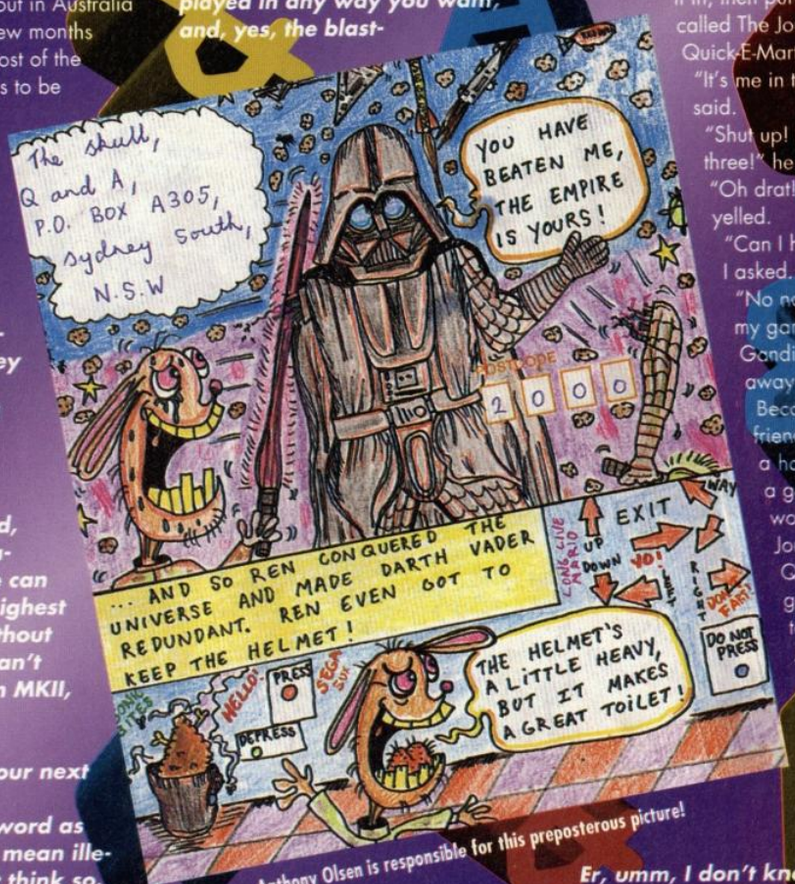
Q 1. Is Donkey Kong Country gonna be a bigger hit than all the Super Mario games?
2. What colour undies do you have on now?
3. Do you think that SSFII is harder than MKII?
4. How would I get games that aren't in Australia yet?
5. I know a shop which sells games which aren't due to come out in Australia for a few months and most of the games require convertors to be used on Pal Super NES. Do you think this shop could be eligle?
— Paul Basha

A ***Skull: 1. Nintendo are sure hoping so, considering how much money they've spent on advertising it world wide.***
2. I'm not wearing undies at all.
3. They're both hard, but for different reasons. Lots of people can finish SSFII on the highest difficulty setting without much trouble, but can't get very far at all in MKII, and vice versa.
4. You've already answered that in your next question.
5. There's no such word as 'eligle'. I think you mean illegal, and no, I don't think so.

Q Dear Skull, in my long and eventful life I have played many a game on my Super NES, and of all the games played I have found that Alien 3 is a game I always return to. However, I am now looking for something more challenging. Flashback was a game that I thought had potential, but its repetition and frustration made it a game that can be more or less defined as "complete it and then bury it in a lead chest never to be seen again".
I have included a list of games that I am interested in and I would like to know if any have the potential to match or better Alien 3 in terms of enjoyment and lastability.
— Zippy Wonderdog, Shepparton, Vic

A ***Skull: I know what you mean. I've studied your list and this is my opinion of them.***
• Vortex - It's not too hard to complete, but the freedom to explore the play field makes every game different and the blasting action is quite satisfying. I like this game a lot.
• Desert Fighter - Again, you shouldn't have any trouble finishing it but the missions have enough variety and can be played in any way you want, and, yes, the blasting of enemy troops is fun.
• Parodius - A solid, if somewhat linear shooter, with gameplay good enough to come back to, even after finishing it.
• Secret Of Mana and Shadowrun are both excellent and will take at least a few weeks to complete, but I can't say whether or not you'll want to play them again.
• Prince Of Persia and Another World are very similar in style to Flashback.
• Zombies and Earthworm Jim are both pretty good, but not really in the same league as Alien 3, so you may tire of them after a while.

Q Dear Skull, last week I was chatting to my old pal Mahatma Gandi. "It is to be my mother's birthday tomorrow," he said.
"Is that her in that picture over there?" I asked.
"Which one?" asked Gandi.
"The one with the goatee," I asked.
"Yes, but don't worry. The goatee won't look good until she's grown her beard," said Gandi.
"Has she ever thought about shaving it off?" I asked Gandi.
"No no no! It's very beautiful to have a beard, and it's the latest fashion," said Gandi.
"Enough of this," said I. "Do you have a Super NES, Mahatma?" I asked.
"Yes, yes, here it is," said Gandi. He pulled out his Super NES and plugged it in, then put a cart in called The Journey To The Quick-E-Mart.
"It's me in that game!" I said.
"Shut up! I'm on level three!" he exclaimed.
"Oh drat! I died!" he yelled.
"Can I have a shot?" I asked.
"No no no no! It's my game!" yelled Gandi, and ran away.
Because my 'good friend' Mahatma is a hog, I didn't get a go, so I was wondering is The Journey To The Quick-E-Mart game coming to Australia? And is it any good?
— Mr Prassard, Watsonia, Vic


The skull,
Q and A,
P.O. Box A305,
Sydney South,
N.S.W
YOU HAVE BEATEN ME, THE EMPIRE IS YOURS!
... AND SO REN CONQUERED THE UNIVERSE AND MADE DARTH VADER REDUNDANT. REN EVEN GOT TO KEEP THE HELMET!
THE HELMET'S A LITTLE HEAVY, BUT IT MAKES A GREAT TOILET!
EXIT
DO NOT PRESS
HELLO!
PRESS
DEPRESS
Anthony Olsen is responsible for this preposterous picture!

A ***Skull: Er, umm, I don't know... Sorry.***

what!!!

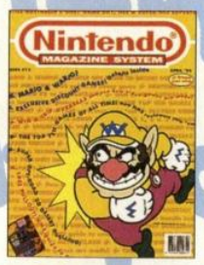
You don't have every single copy of Nintendo Magazine System to ever grace the newsstands??!!!???

How could ever call yourself a true believer???!!!

What you need are BACK ISSUES!!!!!!!

NMS 1 REVIEWS SNES: Super Star Wars, Road Runner, Lethal Weapon. NES: Spiderman: Return Of The Sinister Six, Battletoads. GB: Super Mario Land II, Incredible Crash Test Dummies. **GUIDES**: Street Fighter II (SNES), Legend Of Zelda: A Link To The Past (SNES).

NMS 7 REVIEWS SNES: Super Mario All Stars, Street Fighter II Turbo, Tazmania, Nigel Mansell's F1 Challenge, Wayne's World. NES: Elite, Super Turrican. **GUIDES**: Tom & Jerry (NES), Starwing (SNES).



NMS 13 REVIEWS SNES: Mario & Wario, Alfred Chicken, Young Merlin, Biometal, Super Off Road - The Baja, T2 - The Arcade Game, Battleclash, Championship Pool. NES: Kabuki Quantum Fighters. GB: Popeye, Bart & The Beanstalk. **GUIDES**: Super Bomber Man (SNES), Super Mario Bros 1, 2 &3 (NES), Jurassic Park (SNES).

NMS 2 REVIEWS SNES: Starwing, The Lost Vikings, King Arthur's World, Desert Strike. NES: The Simpsons - Krusty's Fun House. GB: Alien 3, F-15 Strike Eagle. **GUIDES**: Street Fighter II (SNES), Legend Of Zelda: A Link To The Past (SNES).

NMS 8 REVIEWS SNES: Super Bomber Man, Boxing Legends Of The Ring, Mario Is Missing, Another World, California Games II, Kevin Keegan's Player Manager, Pocky & Rocky. NES: Eliminator Boat Duel. **GUIDES**: Tom & Jerry (NES), Starwing (SNES).

NMS 14 REVIEWS SNES: Clayfighter, John Madden Football '94, Pac Attack, The Jetsons - Invasion Of The Planet Pirates, NHL Hockey, Megaman X, X-Kaliber 2097. NES: Super Off Road. GB: Kirby's Pinball, Metroid II. **GUIDES**: Solstice (NES), Zombies (SNES), Jurassic Park (SNES).

NMS 3 REVIEWS SNES: B.O.B., NHLPA Hockey, Blues Brothers, Spindizzy Worlds. NES: Jetsons, Ferrari Grand Prix. GB: Agro Soar, Lemmings. **GUIDE**: Legend Of Zelda: A Link To The Past (SNES).

NMS 9 REVIEWS SNES: Batman Returns, Daffy Duck, Goof Troop, Parodius. NES: The Flintstones - The Rescue Of Dino & Hoppy, Double Dragon III. GB: NBA All-Star Challenge. **GUIDES**: Mortal Kombat (SNES & GB), Eliminator Boat Duel (NES), Alien 3 (SNES)

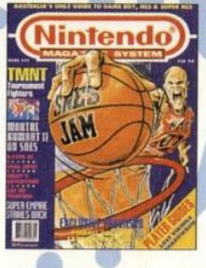
NMS 15 REVIEWS SNES: Super Metroid, Plok, Shanghai, Secret Of Mana, Suzuka 8 Hours. NES: RC Pro Am 2, Mr Gimmick. GB: Road Rash. **GUIDES**: Young Merlin (SNES), Zelda - Link's Awakening (GB).

NMS 4 REVIEWS SNES: Addam's Family - Pugsley's Scavenger Hunt, Prince Of Persia, Mario Paint, John Madden Football '93. NES: Batman. GB: Krusty's Fun House, The Flintstones - King Rock Treasure Island. **GUIDE**: Legend Of Zelda: A Link To The Past (SNES).

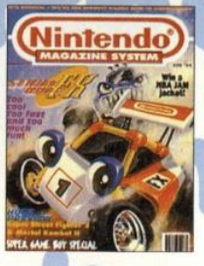
NMS 10 REVIEWS SNES: Equinox, Yoshi's Cookie, Super Turrican, Flashback, Aero The Acrobat, Zombies Ate My Neighbours, Rocky Rodent. GB: Legend Of Zelda: Link's Awakening, Adventure Island 2, Pang, Felix The Cat. **GUIDES**: The Jetsons (NES): Parodius (SNES), Super Mario World (SNES).

NMS 16 REVIEWS SNES: Desert Fighter, Jungle Book, Chaos Engine, Fun & Games, Turn & Burn, Claymates. GB: Lawnmower Man, Jungle Book, Battletoads, The Real Ghostbusters. **GUIDE**: Zelda - Link's Awakening (GB). **PLUS**: Shigeru Miyamoto interview.

NMS 5 REVIEWS SNES: Alien 3, Super Strike Eagle, Shadowrun, Mech Warriors, Jimmy Connors' Tennis. NES: Bartman Vs. Radioactive Man, Hyper Soccer, World Cup Soccer, Kick Off, Goal Two. **GUIDES**: Super Mario Land 2 (GB), Starwing (SNES).

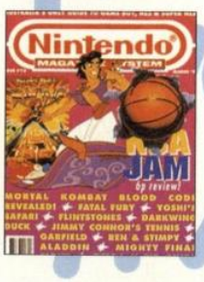


NMS 11 REVIEWS SNES: TMNT Tournament Fighters, Choplifter III, Super Empire Strikes Back, R-Type III, Major Title, Skyblazer, Cool Spot, Art Of Fighting. NES: Bubble Bobble, Kirby's Adventure. **GUIDES**: The Lost Vikings (SNES), Shadowrun (SNES).



NMS 17 REVIEWS SNES: Stunt Race FX, Spectre, Dragon, SOS. NES: Jungle Book, Pac Man. GB: Ms Pac Man, Donkey Kong, Tetris 2. **GUIDES**: Super Metroid (SNES), Zelda - Link's Awakening (GB).

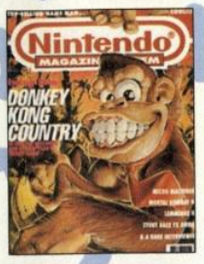
NMS 6 REVIEWS SNES: NBA Basketball, Tiny Toon Adventures, WWF Royal Rumble, Mortal Kombat. NES: Jurassic Park, Aussie Rules Football. GB: Jurassic Park. **GUIDES**: Super Mario Land 2 (GB), Starwing (SNES).



NMS 12 REVIEWS SNES: NBA Jam, Ren & Stimpy Veediots, Aladdin, The Flintstones - The Treasure Of Sierra Madrock, Yoshi's Safari, Fatal Fury, Rock 'N' Roll Racing. NES: Darkwing Duck, Mighty Final Fight, Jimmy Connors' Tennis. GB: Garfield. **GUIDES**: Zombies, Zelda II: The Adventure Of Link (NES).

NMS 18 REVIEWS SNES: Super Street Fighter II, Mortal Kombat II, Eye Of The Beholder, Spiderman & Venom - Maximum Carnage, Super Adventure Island, Ranma 1/2 III. GB: Kirby's Dream Land, Cool Spot. **GUIDE**: Zelda - Link's Awakening (GB). **PLUS**: Behind The Scenes Of The Street Fighter Movie.

NMS 19 REVIEWS SNES: Vortex, Smash Tennis, Star Trek TNG - Futures Past, Legend. NES: Teenage Mutant Ninja Turtles, Ultimate Air Combat. GB: Alien Vs. Predator, Lucle. **GUIDES**: Mortal Kombat II (SNES), Super Metroid (SNES).



NMS 20 REVIEWS SNES: Donkey Kong Country, Micro Machines, Brett Hull Hockey, Lemmings 2, ESPN Baseball, Metal Combat. GB: Mortal Kombat II, Itchy & Scratchy Miniature Golf Madness, Ducktales 2. **GUIDE**: Stunt Race FX (SNES). **PLUS**: Rare Software interview.

NMS 21 REVIEWS SNES: Earthworm Jim, Ren & Stimpy Time Warp, Mickey Mania, Super Morph, Mickey's Ultimate Challenge, Drop Zone, Radical Rex. NES: Smash TV. GB: The Flintstones, Micro Machines. **GUIDE**: Stunt Race FX (SNES).

NMS 22 REVIEWS SNES: Super Return Of The Jedi, Beastball, Illusion Of Gaia, Mighty Max, Pitfall, Jammit, Barkley Shut Up & Jam. NES: Wario's Woods. GB: Jurassic Park 2, Wario Blast, Game Boy Gallery, Mighty Morphin' Power Rangers. **GUIDE**: Donkey Kong Country (SNES). **PLUS**: Street Fighter Movie.

NMS 23 REVIEWS SNES: Syndicate, Street Racer, Super Punch Out, Capcom's Soccer Shootout, Wario's Woods, Kid Klown In Crazy Chase, The Lion King, Jurassic Park 2. NES: Kick Off. GB: Soccer. **GUIDE**: Donkey Kong Country (SNES). **PLUS**: Anime/Buichi Terasawa Interview, Argonaut Interview.

NMS 24 REVIEWS ULTRA 64: Killer Instinct, Cruis'n USA. SNES: Cannon Fodder, Final Fantasy III, Ghoul Patrol, Tetris & Dr Mario, Time Trax, Super Probotector. GB: NBA Jam, Nigel Mansell's World Championship. **GUIDES**: Secret Of Mana (SNES), Donkey Kong Country (SNES). **EXTRA**: Amos Wong Dartboard, Behind The Scenes Of NMS.

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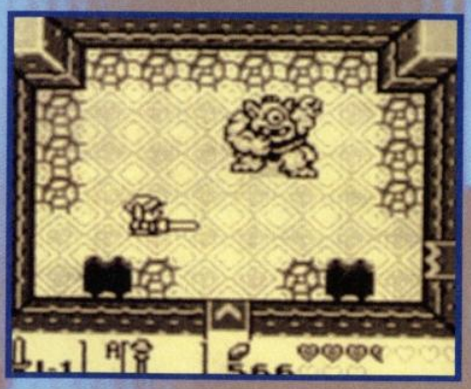
tips & tactics

GAME BOY

LINK'S AWAKENING

SURPRISE: Our friend Joshi of the Star Road has sent us another cool, yet totally useless, tip for the most recent Zelda adventure. Here's how you do it.

1. Start a new game and enter your name as **ZELDA** (all capitals).
2. Finish the game.
3. Wait until after the credits in the spectacular ending and on the THE END screen you will see that Marin's wish to the wind fish has come true!



SUPER GAME BOY

SEE ANIMATIONS: All the screen borders in the Super Game Boy have cool little animations that appear if a game is paused for a while. Instead of waiting minutes for them to appear, press **L, L, L, L, R, L, L, L, L, R**. Magic!

NES

GARGOYLE'S QUEST 2

PASSWORDS: Michael and Dylan Black sent in a whole lot of passwords for this old adventure, but they forgot to say which levels the codes take you to. Oh well, it'll make it a surprise at least.

40404031 - 7162114
40504042 - 7202114
51615123 - 83034425
58685604 - 8304435
58685824 - 8304435
69798925 - 9465546
69798925 - 9505556

STAR WARS

BONUS LIVES: In the Tatooine Desert, enter the red and blue cave with all the flying insectoids. When you land on a medium-sized platform right next to the left wall, look up at the wall and you sill see a passage in it which looks darker than the rest of the wall. Jump up into it and, after fighting one of the sand people, you will discover two lives. This tip was sent in by Michael Jones of Perth, WA.

GHOSTS AND GOBLINS

REACH ANY STAGE: Brook Markewicz of Corio, Victoria, offers this stage select to those who want it. On the title screen hold down **Right** and press **B, B, B**, then press **Up, B, B, B, Left, B, B, B, Down, B, B, B** then **Start**.

SUPER NES

RISE OF THE ROBOTS

PLAY AS SUPERVISOR: Drew McNally of Croydon Hills, Vic, offers this cheat to make playing this sad game slightly more exciting. Go to two player mode and press **Up, Right, Down, Left, and any fire button** and you can play as the Supervisor. Its moves are as follows.

Down, Forward, Up - turns into a cage thing.

Down, Away, Up - turns into a puddle o' robo piss. (Drew's description.)

MICHAEL JORDAN CHAOS

CODE: Here is a code that lets you have fifty lives and ten energy blocks, and automatically finishes the first stage for you. **4VLF-BCHY8P3** and it's from Clinton Beckett of Doubleview, WA.

And here's another code, this time from Anthony Hackett of Lane Cove, NSW. It gives you 26 lives and other goodies. **VKPQQBH-HH50**

DESERT FIGHTER

RELOAD & REFUEL: This handy little cheat will have those alien troops running for cover. **Pause** the game and

press **A, B, A, B, Select, A, B** on control pad two. When you return to the Gulf your F-15 or Warthog will be full of fuel and fire power!

INDIANA JONES' GREATEST ADVENTURES

PASSWORDS: Paul Kooistra of St Marys, SA, was the first to send in level codes for the Indy game.
Nepal: Δ Ψ Δ Σ
Cairo: Σ Δ Σ Ψ
Island: Σ Φ Ψ Ψ
Shanghai: Σ Ψ Ψ Φ
Mountains: Σ Φ Δ Ω
Pankot: Σ Ψ Ω Φ
Venice: Φ Δ Ψ Σ
Salzburg: Φ Ψ Δ Ω
Berlin: Φ Δ Δ Σ
Alexandretta: Φ Ψ Φ Σ

And here are some passwords for the hard level, this time from Travis Him.
Nepal: Φ Σ Ψ Ω
Alexandretta: Φ Ψ Δ Φ
Nazi HQ: Φ Ψ Δ Ω
Alexandretta: Φ Ψ Φ Σ
Berlin: Ψ Ω Δ Σ
Cairo: Ω Δ Σ Φ
Shanghai: Ω Δ Φ Ψ
Nazi Island: Ω Δ Ω Ψ
Pankot: Ω Ψ Ψ Δ
Venice: Ω Ω Δ Φ

SHAQ FU

BLOOD CODE! If cashing in on a famous basketballer wasn't enough, the programmers of this festering dog poo of a game have also jumped on the Mortal Kombat Blood Kontroversy issue and included a cheat to bring blood to the people. Well, that's what you psychos want, isn't it? Anyway, to make Shaq bleed all over his foes press **Y, X, B, A, L, R** very quickly on the options screen. If you do it fast enough you'll see a red flash.

MICKEY MANIA

LEVEL SELECT: La de da, la de dee, another platform game. Oooh! Here's a level skip cheat for it. How odd. Go to the options screen and select the sound test. Put the music on Beanstalk and put the FX on Extra Try then highlight Exit. Now hold down the L button for about ten seconds and a level select option will magically appear.

BREATH OF FIRE

SEE CHUN LI: Grant Peters of Murwillumbah in NSW offers this useless but interesting tip. Go to the town called Bleak and talk to the magician who does the illusions. Give him 100 gold pieces and he will tell you to look behind you three times. Say no the first two times and then say yes the third time. The screen will fade and you will see Chun Li from Street Fighter II in action.

SUPER MARIO ALLSTARS

MARIO 3 CHEAT: In World 1 go to Level 3 and near the end there will be a white block, kill the turtle and press down in about the middle of the block. After a while you will fall down, then go to the end and get the warp whistle. Now save the game and quit. Load your saved game and repeat what you just did to get another whistle, now you should have two. Use the first whistle, then at the world select use the second to go to the last world. From Blake Baxter of Balcatta, WA.

ASTERIX

BONUS LIFE: At the end of stage 3+1 Egypt there is a door signalling the end of the stage, however don't go in it. At the top right-hand corner there is a free life. Kill the guard and get the free life, then go to where the guard was and go straight across. Not only will you finish the stage, you will enter a bonus level.

This tip comes from Luke Poulter of Strathdale, Victoria.

HAL'S HOLE IN ONE GOLF

SEE AN ELECTRONIC HOLE IN ONE: Go to the memory shot screen and enter **CQJB83CFDFJ#H?LBBT7BJCF** or **B!5b9GB55FGB3J5BB>GBMYQ**. From Mitchell Ho.

MECHWARRIOR

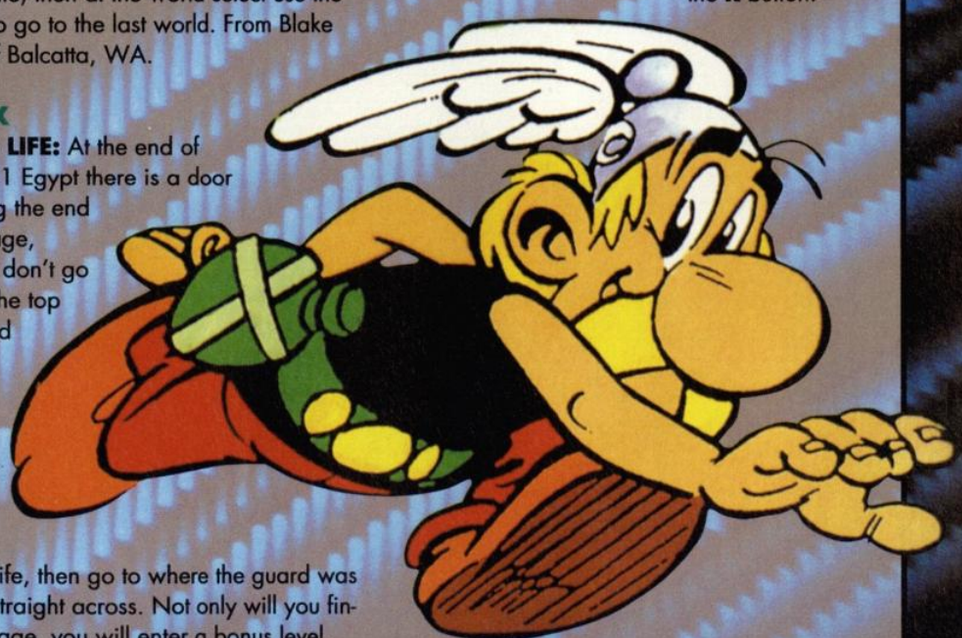
INVINCIBILITY: Also from Mitchell Ho is this tip which makes you invincible for one battle. After landing on a planet, pause the game and enter **A, L, L, Y, A, L, L, Y, A, L, L, Y**. If entered correctly the word INVINCIBLE will appear on the screen.

ROCK 'N' ROLL RACING

START WITH $45 MILLION: Mitchell Ho has another cheat! Select an open race file. Press B to display the shop screen and select a car and press B again. Move the red box to the centre bottom square and press **B, Left, B, Left, B, Right, B, Right, B, B, B, Left, B, B, B, Right, B, Right, B, B**. It you did it properly the red box will move to the right by itself.

LAST ACTION HERO

ENERGY TOP-UP: Last Action Zero more like it! Anyway, if you've found yourself on the receiving end of this terrible waste of resources and can't be bothered to play it because it's so crap, try this. In the first level, punch the back of the first police car you come to until it explodes. If you've done it properly you will now be able to top up your life whenever necessary simply by pressing the **R** button.



ARCADE

KILLER INSTINCT

Killer Instinct gives Mortal Kombat II a good run for its money in the fatality department, and here's the secrets to some of them. There's rumoured to be multiple fatalities for all the fighters, as well as humiliations, so get to your nearest Killer Instinct machine and find them!

T = Towards, DT = Down Towards, D = Down, DB = Down Back, B = Back

LP = Light Punch, MP = Medium Punch, HP = Hard Punch, LK = Light Kick, MK = Medium Kick, HK = Hard Kick

FATALITIES

TJ Combo: **T X 4 then MP/MK**
Jago: **T X 3 then LP**
Glacius:
D, T, DT, D, DB, B then HK
D, T, DT, D, DB, B then LK
2 X Half circles from B to T then HP/HK
Spinal: **B X 5 then MK**
Orchid: **D, T, B then LP then HK**
Fulgor: **B, DB, D, DT, T then HP at a distance of two characters**
Meltdown: **B X 4 then LP/LK**

20 + HIT COMBOS

TJ Combo: **B, T, MP, B, T, LP**
Jago: **Half circle from T to B then HK, MP X 2, Half circle from T to B then LK**
Glacius: **B, T, HP, MP X 2, Half circle from T to B then HP**
Spinal: **T, T, HP + HK, Quarter circle from D to T then HP**
Orchid: **B, T, HK, B, T, HK**
Thunder: **B, T, HP, B, T, LP**
Fulgor: **B, T, HK, LK, LK, LP in rapid succession**
Sabre Wolf: **B, T, LK, HP, HP, B, T, LK**
Riptor: **B, T, MK, HP, HP, B, T, LK**

LAST CHANCE

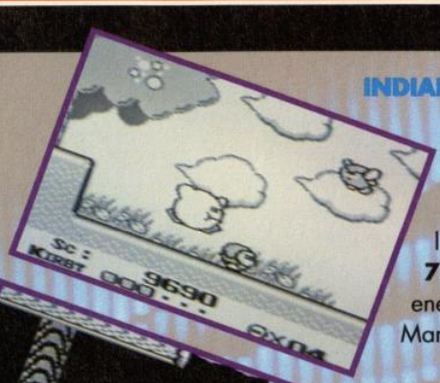
When your fighter has lost all its energy, don't give up hope, press all the buttons as fast as you can for a chance to regain enough energy to make a last second victory, however if you get hit once you die.

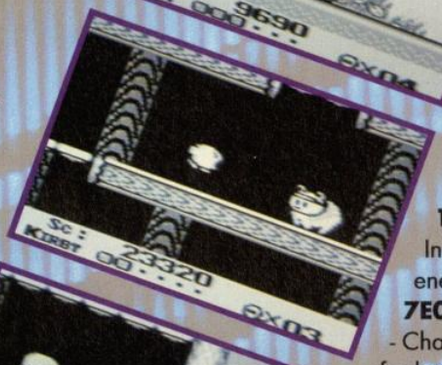
GAME BOY ACTION REPLAY CODES

JURASSIC PARK

0A01 3DC0 - Press **A, B, START and SELECT** simultaneously to change level. From Jake Datson Watson of Gordonsvale, Queensland.

TETRIS
0101 A9FF - Stops levels increasing.
010X C2FF - Replace X with desired level.
0C09 13C2 - Only lines come down.
0010 9EFF - Finish game after one line.
These codes are also from Jake of Queensland.





KIRBY'S DREAMLAND
0405 BED3 - Kirby becomes invincible after swallowing an enemy. This code was from Jake, too.

INDIANA JONES' GREATEST ADVENTURES
7E01 3402 - Infinite grenades.
7E01 2006 - Infinite lives.
7E01 A303 - Infinite energy. Paul Kooistra, St Marys, SA.

MARIO ALLSTARS
MARIO 3
7E07 470X +
7E00 C00X +
7E00 BB0X - Use all three codes. All **X** must be the same number in each code. Determines what suit you start with and keep throughout the game. James Marks.

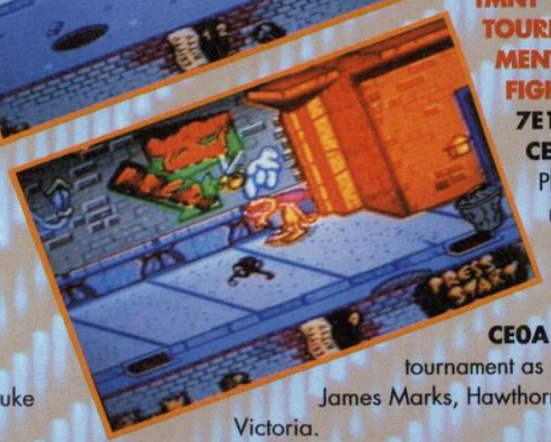
FINAL FIGHT
7E0D 1450 - Infinite energy.
7E00 8B0X - Change **X** for level select. James Marks.

PRINCE OF PERSIA
7E00 00FF - Speeds the game up.
7E05 0805 - Infinite energy. (May glitch if you die on spikes or instant death trap.) James Marks.

SUPER NES ACTION REPLAY CODES

BIO METAL
7E02 B148 - Infinite blue balls.
7E02 9D05 - Infinite lives. Chad Broad, Glen Innes, NSW.

REN & STIMPY TIME WARP
7E05 0903 - Infinite life for Ren.
7E05 0D03 - Infinite life for Stimpy. Daniel and Jamie, Auckland, NZ.



BATTLE TOADS
7E00 2A03 - Infinite lives for Rash.
7E00 2803 - Infinite lives for Pimple.
7E0E 6010 - Infinite energy for Rash.
7E0E 5E10 - Infinite energy for Pimple. These codes were from Luke and Les.

TMNT TOURNAMENT FIGHTERS
7E1A CE0B - Play tournament as Karai.
7E1A CE0A - Play tournament as Rat King. James Marks, Hawthorne, Victoria.

SUPER PROBOTECTOR
7E1F 8901 - Invincibility.
7E00 860X - Change **X** for level select.
7E00 8506 - Enemies shouldn't fire. James Marks.

BATMAN RETURNS
7E00 8C03 - Infinite lives.
7E00 8A50 - Infinite energy.
7E00 9003 - Infinite test tubes. James Marks.

BATTLECLASH
7E15 C080 - Infinite life. James Marks.

SUPER PUNCH-OUT!!

A FIGHTER'S GUIDE

So you licked da Minor Circuit, Champ. Licked 'em good too, I see. You made yourself a name and earned some respect, dat's good. A fighter needs respect if he's gonna make it to da top. But you don't need me to tell you dat a pat on da pack ain't about ta get you past da bruisers in da Major Circuit, let alone da World Circuit. That's why I'm here, bud - ta make sure you're still here when dat final bell rings; not with your dozy head in da never-never land.

Okay den Kid, on wit da video so we can see who dey got lined up for you first... Hooo boy, he's a doozee!

(BELOW) Look at Bob - he can't see a thing here and his left side is saying 'please hit me'. Always use low punches at first, with the intent of taking the wind out of him, but don't hold back from hitting Bob in the face once he's dizzy!

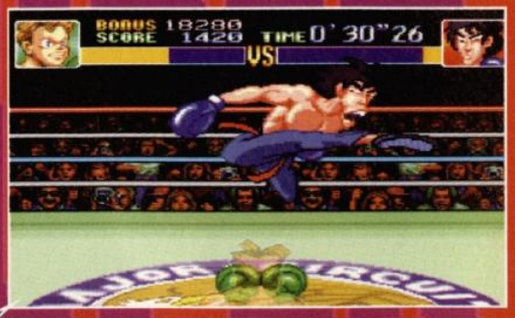
BOB CHARLIE

The dreaded Bob Charlie has a weak stomach, so well timed power punches to this area causes his legs to buckle. Practically every technique Bob uses relies on predictable uppercuts, so dodge these and get ready to counter with a body punch. When Bob chooses to surprise you with some swift body punches of his own just keep still and maintain a low guard. As a last line in defence Bob retreats to the ropes then swaggers toward you while charging a slow but hard hitting uppercut. Lean back out of its way then land a hefty power punch to his body to sap his energy.

(BELOW) Keep your cool when Bob starts to Jive because when he punches, he usually aims low. Hold your guard until...

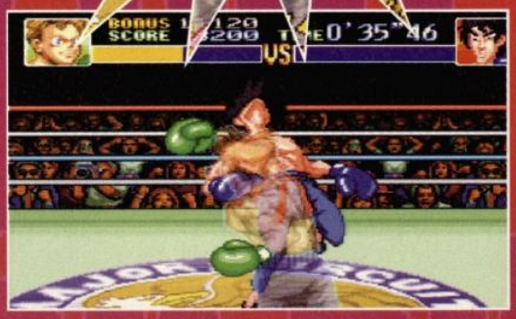
(ABOVE) Bob is one of the last of the fighters you meet who is susceptible to being TKOd after just two knockdowns. This is only possible using power punches though and this means some nifty footwork on your behalf.

(RIGHT) ...you get the opportunity to stun him with a hook to the body. Once he's dazed you're free to do anything!



DRAGON CHAN

Chan doesn't have the first clue about traditional fisticuffs, so it's easy to make him fall for really simple tricks. Try enticing him to open his guard with a little body punch for example, Chan falls for this one every time. A swift hook to the body and Chan lunges clumsily forward as you dodge then stick him with one again. Easy. Early on in the first round Chan sneaks a cheeky jump kick. It's tough to predict but Chan does give himself away by freezing slightly first. After dodging to the side lay into him with some punishing body blows. It doesn't take long for Chan to realise that your boxing skills far exceed his own and decides to leap from the turnbuckle with a devastating Flying Kick. Sometimes he delays his take-off time so quick reactions are necessary to lean back quickly once he's airborne. Immediately after he's landed set about his head and body with many punches, hopefully finishing the flourish with a power punch to knock him out.



(TOP MIDDLE) Chan is impatient and doesn't wait too long before chancing his arm. Always go for the stomach once he's finished his little tantrum.

(TOP) Don't get cocky when Chan flies toward you with this kick. Just lean back and wait for your target to land.

(ABOVE) These jump kicks, however sharp, are far easier to avoid - simply because you can see Chan's corner giving him advice a mile off!

(LEFT) TAKE THAT!!! He'll get back up, it's guaranteed, but he's in such a state he's practically finished already.

(LEFT) Masked Muscle isn't demonstrating the size of his biceps here, he's trying to knock you out! He swings like this three times, so keep back until he's finished then: BOP!!!

(SMALL STAR) No matter what you try it's impossible to hit Masked Muscle when your vision is blurred. He knows this and tries to catch you with every technique in his book of dirty tricks.

(BIG STAR) Oops! He'll remember that one in the morning, so he will.

(MAIN PIC) Tsch - disgusting! And he was such a charming young boy.

MASKED MUSCLE

It's rumoured that the Masked Muscle is so grotesque his own mother wouldn't kiss him good night. So now it's your job. Not with your lips you dolt - with your fists! He's big and clumsy but so powerful he can knock you out with two blows, so you can't afford to get hit hardly at all. Counter his uppercuts with hooks to the body, occasionally mixing them up with punches to the face. See his head leave his shoulders like it's made of elastic! Just when it looks like you're getting the better of him, Muscle's corner tell him to spit in your eyes, that's when it's time to dodge aside. If he blinds you with his gob, keep rocking to the left so as to avoid the flurry of hooks and jabs he tries to catch you with. Blurred vision or not, Muscle tries to sneak in a head butt or three. With practice you'll come to recognise when he's about to go for it. When he does don't try to block, just dodge to the left. As soon as he's upright let him have a power punch to the features!

NINTENDO HELP SYSTEM

SANDMAN

"Give him full power now champ!" These words will haunt you as you lie in a hospital bed if you don't know how to handle the Sandman. Though he seems nothing more than a walking punch bag in the opening 30 seconds, once he's on the offence it's like being in the ring with pair of Jack-Hammers. Repeated punches to the stomach, between dodging the occasional hook to the body, are enough to put Sandman on the canvas once, especially if you manage to down him with a power punch. Better still if you sneak in a few in rapid succession. However it's time to draw on all your reflexes to dodge clear of his devastating three hit combination of hooks. Thankfully Sandman gives himself away by showing off a little before he lets fly. Dodge to the side three times then come back with a power punch to his fat gut. Don't ever try to hit Sandman in the face, or he will uppercut your sorry ass into the lighting rig!

(TOP) Dodge these monster uppercuts, unless you savour the thought of having false teeth nestling inside a wire jaw.

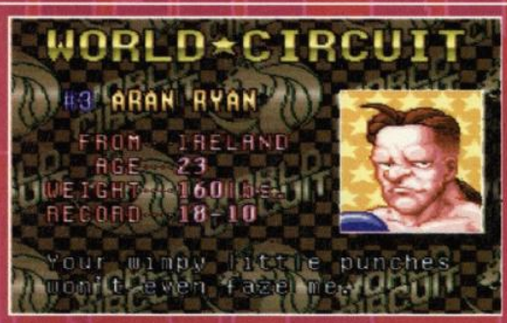
(ABOVE) In the opening seconds Sandman offers very little resistance. Perhaps he's just hamming it up for the punters? Maybe he was having a snooze in the changing room only five minutes before the fight?

(TOP RIGHT) Or there's a chance he can't digest his food and needs some help?

(RIGHT) Whatever's wrong with him, there's no holding back once his corner have given him the go ahead to let rip!

WORLD CIRCUIT

Here's where the real personalities hang out - those fighters who really know how to please the crowds. Outrageous costumes and trademark quotes define their character but don't think they compromise their fighting skills for a minute - or you won't last even that long in a ring with them.



(ABOVE) Stay sharp when guarding against Aran's prized routine. So long as you manage to block four punches in succession you're okay. Watch out for the uppercut though!

(TOP RIGHT) When Aran grabs you he saps your energy and regains some of his own. No matter how many times he does this, though, it's never enough to drop a fighter to the canvas.

(MIDDLE) Shake him to his boots and Aran turns his back on you for a second or two. This means he's about to give you a hug. Yeargh! Get away! Get away!

(BOTTOM) 'Jah. Ugh. Zzeyone seen me glasses. Ugh. Unh.'

ARAN RYAN

Aran is a tough kid and won't fall unless he's hammered into submission with power punches. Counter his left and right hooks with ones of your own until you have enough energy to shake him with a knock-out punch. He won't go down but you know you've hurt him when his corner tell him to grab you. Whatever you do don't allow this to happen because his hanging onto you saps your energy. Instead swing out again with another knockout punch as he turns to face you. It helps to keep swing once more immediately after you've knocked Aran away to improve timing. Should you fail to connect get ready to dodge the uppercut Aran tries to sneak in when he lets go then punch him the heck away! Occasionally Aran gets really furious and retreats to the ropes to vent his anger before sidling over to let rip with a deadly combination of high and low punches. The first time he attacks protect yourself in this order: Low, high, low, high, low, high, low high then lean out of the way of his uppercut. Punch him twice to the body and once to the face then protect yourself in this order: High, low, high, low, high, low, high, low then move aside to avoid his hook. Again hit him twice to the gut and once in the face. Better still use a knockout punch to sort him out. Don't ever let up in your assault on Aran, he only has to go the distance and he wins by default. You have only three minutes to punch his lights out!

NINTENDO HELP SYSTEM

HEIKE KAGERO

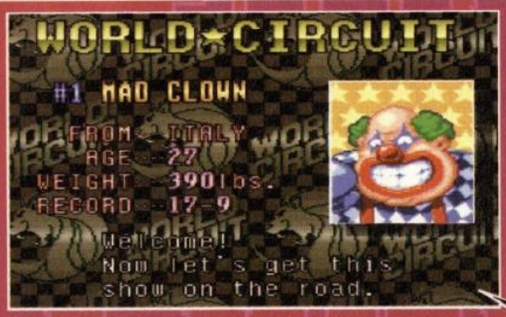
Always look for where Heike is unprotected. Unlike the majority of good fighters Heike is always wide open somewhere - the left side of his face and right side of his body are the best places to go for when you're not sure. Whenever Heike swings to the left he's guaranteed to swing over to the right again so make sure your head's not in the way if you fail to knock the wind out of him between times. Also there's no point trying to nail Heike when he's in the middle of his five-hit, jab/hook combo. Just dodge every punch as cleanly as possible then strike. More often than not Heike gets stunned when he is stopped in his stride with a body blow, so use this opportunity to hammer him with a power punch to the jaw or a series of rapid power punches to the stomach. At the point where Heike allows his hair-do to take over, move to the left and then backwards to avoid the two swishes of his silver mane. When Heike begins his mirage dance stop him with a stomach punch and follow this with a knock-out punch to the face. Should you fail to stop him in his tracks, hold back on the offensive until you see what he's about once he's come out of it. Getting whipped in the face is the only major concern when confronting Mr Kagero.

(LEFT MIDDLE) Don't try anything when Heike swishes his hair at you. Unlike this clever sod who's soon to find himself staring at Heike's boots.

(LEFT BOTTOM) Tee hee, 'left bottom'. 'Bottom' geddit?

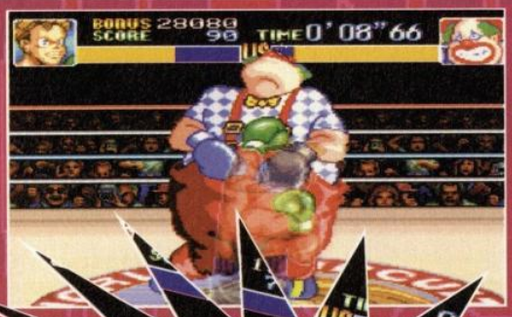
(TOP) Get the timing right and you can shake Heike from his Mirage Dance everytime.

(ABOVE) What is it with these fighters, don't they know what sit-ups are! Honestly, you could blow on this guy's stomach and he'd collapse. Why, I can manage 500 crunches in less than a minute. Go on - punch me in the stomach!



MAD CLOWN

We want the pleasure of beating the fitness freak champ to be yours, so Mad Clown is the last guy you're getting help with. Besides, in some cases, this overweight, overdecorated oaf can prove more difficult. Like Bear Hugger in the Minor Circuit this Mad Clown finds it very amusing whenever somebody tries to hurt him with body blows. This narrows a fighter's chances of success down by at least half, however it's possible to turn Mad Clown's arrogance against him. He has to stop to chuckle, so if it looks like he's limbering up for an especially painful attack jab him in the gut to make him laugh this way he goes back to protecting his face instead of hitting you. When your power punch is primed, set it up with a jab to the face only be prepared to side-step the Mad Clown's retaliation. Juggling antics always lead up to MC's bombarding you with giant ball-bearings, painted red. The best way to avoid these is to remain central until you know which way they're going.



(TOP) Chin the clown as many times as possible before he settles into his prize winning, knockout performance.

(TOP RIGHT) Avoid having your ear drums sucked out by leaning out of Mad Clown's way. Unlike this poor sap.

(RIGHT MIDDLE) Oh dear, only a sliver of energy left and now he's brought out the juggling balls again!

(BOTTOM) Oops, didn't want to move over there! Just in case this guy survives, it's wise to remember that Mad Clown follows the third set of balls with a clap to the ears. So stay well back when he somersaults toward you!

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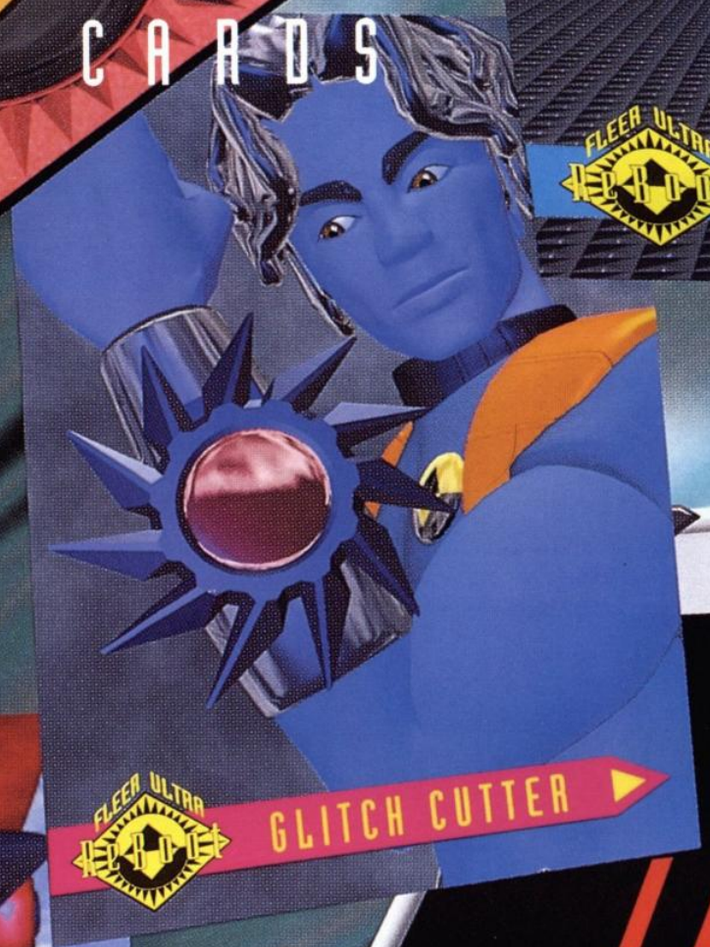

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